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ISSUE 13

NOVEMBER 1993

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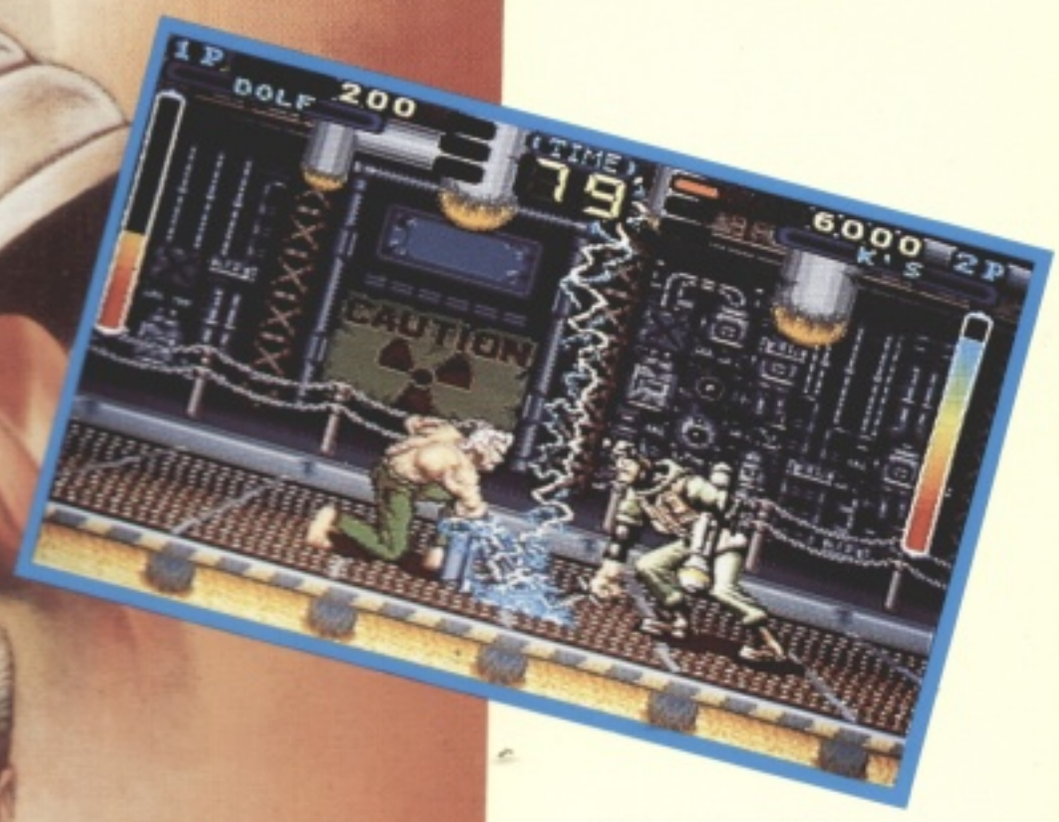

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Super Play

Issue 13 November 1993

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

KICK IT!

SOCCER ON THE SNES

As you can see, it's time to have a close look at football on the Super NES. There are loads of games, both out and in the pipeline, so fans will be in seventh heaven. And remember, we're covering *every* new footy game, so if it's current and if it's on the SNES, you'll find it in these pages.

Now then. About this time every year, you'll hear lots of yak about ECTS. What is it? Where does it come from? What does it eat? Actually ECTS is the country's largest trade-only video-games show.

The big names save up their top news to announce there, so there's always loads of info. And seeing as Super Express is the biggest and best news section around, you'll get it all in those pages.

And what haven't I mentioned? *Jurassic Park*, of course. See our mega massive, erm, brontosaurus-shaped review on page 34.

Oh, and we've got *Lamborghini American Challenge* lining up next to *Top Gear 2* for a bizarre racing show down as well.

Plus! Read all about Nintendo's new machine in our exclusive interview with the man who's designing it.

We're also offering you the chance to go to Japan around Christmas time (don't worry – you won't miss Christmas at home). By sending off the postcard you'll find on the cover of this issue, you *could* be wandering around Tokyo with me and someone from Nintendo UK. It's the trip of a lifetime, so get that card filled in and sent off right now!

Before you start on the best issue of *Super Play* yet (probably), a word about the new, improved price. Well, the mag's been at £2.25 since issue 6 and what with all sorts of budget changes pending, we were forced. Honestly, we're cutting our own throats here. Anyway, feel the weight. It's bigger than last month, eh? So read on. And send in your postcard!

James Leach

James Leach,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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Pages of exciting news, including: Nintendo's forthcoming hyper-console; details of the new characters and features in the *Super SFII* coin-op; loads of news from this year's European Computer Trade Show; lots of anime; and a soccer special.

REGULARS

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Tips, tips, tips and more tips, Action Replay codes and, starting this month, we have the first Game Genie codes bit.

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Lots of essential buys for your Super Nintendo. And all on offer to you, our loyal readers, at bargain prices.

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Want to sell your Mega Drive and buy a SNES? Or swap or buy a game? Well, these are the pages to turn to.

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Your chance to ensure that your favourite magazine is delivered direct to your door every month. You can get hold of a copy of *Jimmy Connors* cheap too.

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The page where we predict what games and features we'll be carrying in the next issue. Probably.

NOVEMBER 1993 ISSUE 13

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Third-party politics

Why nobody wants to publish SNES games any more...44

There's dissent among the ranks. While Nintendo make lots of money publishing games like *Starwing* and *Super Mario All Stars*, third-party publishers are struggling to make ends meet. Indeed, one major player is on the brink of pulling out of the SNES market altogether, and others may follow suit. Are Nintendo cutting off their shoes to spite their feet (*Surely 'cutting off their ears to spite...' no, hang on, 'cutting off their hair to...' er, sorry. Carry on – Ed.*) by pricing out of the market the very people who sell machines for them?

SUPER PLAYER'S GUIDE

THE SUPER MARIO COLLECTION

Zy soldiers bravely on with our biggest ever tips undertaking. This month: *Super Mario Bros 2*, the hardest *Mario* game ever, made easy. And *Super Mario USA*, the weirdest *Mario* game ever, explained. That leaves *Super Mario Bros 3* for next month. And maybe the secret bit at the end of *Mario 2* as well. Eh, Zy?

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TOP GEAR 2 vs LAMBORGHINI AMERICAN CHALLENGE..40

We pit the Autumn's two hottest new driving games against each other in a duel to the death. Hang on – 'pit'. Ha ha. (*Groan – Ed.*)

MARIO & WARIO..... 56

Mario and who? Wario's even badder than Bowser, and he's got Mario's number written on him. Or whatever. And you can use the mouse that came with *Mario Paint* with this one. At last!

AERO THE ACROBAT..... 48

Show Aero a big top and there's no holding him back. Especially when he has to save

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Got your postcard?

Turn to page 25 to find out what to do with it!

It's the World Cup (erm) next year! And you would not *believe* the number of football games that're coming out to mark the occasion. In fact, laid end to end, they'd reach from the *Super Play* office almost to the newsagent round the corner. Not only that, but with the Japanese J-League still hugely popular, there are lots of Japanese football games out there too. We've rounded them up and splattered them all over a huge five-page spectacular. You'll find reviews of:

- **VIRTUAL SOCCER**
- **PRIME GOAL**

Along with previews of:

- **SENSIBLE SOCCER**
- **EMPIRE SOCCER**
- **PELÉ**
- and many, many others!

KICK IT!

Super Play's Soccer Special.....28

world from the not-at-all-nice Evil Edgar Ektor. Avert your eyes, anti-circus campaigners.

SUPER PUTTY.....66
You'll knead to keep your wits about you in this Amiga-to-Super NES conversion.

GOOF TROOP

Capcom carry on with their Disney licences. And this time it's Goofy and son's turn, in a short, sweet game that seems to be aimed at – yes! – the younger player out there.

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JURASSIC PARK

The game of the 'monster' smash hit movie. Can it do what no film game has done before, and actually be good? (Apart from *Super Star Wars*.)

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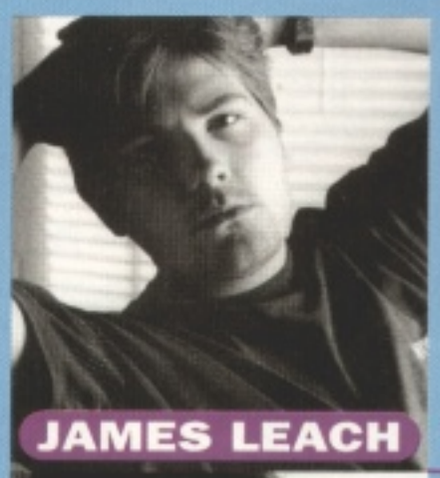
This month we're being cool

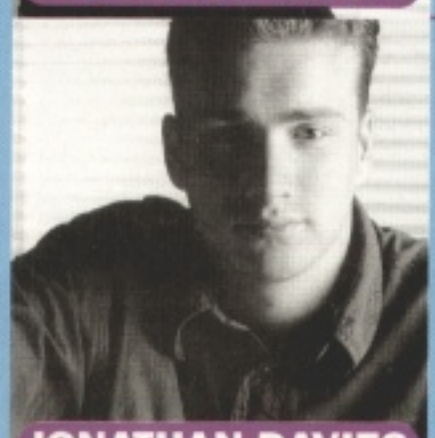


JAMES LEACH

Favourite black and white film: ***Metropolis*** **by Fritz Lang**
My most cool thing is: **Italian and expensive to insure**
Moodiest moment: **Getting those exorbitant quotes**
To be cool, I listen to: ***Tame*** **by The Pixies**
The whole idea of 'being cool' is: **Second nature to me**

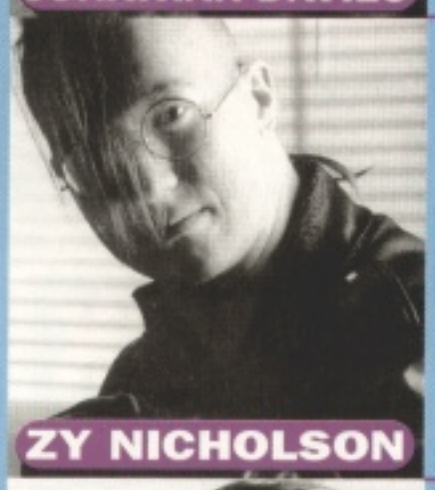
SUE GRANT

Favourite black and white film: ***It's A Wonderful Life***
My most cool thing is: **My fridge**
Moodiest moment: **Answering these pathetic questions**
To be cool, I listen to: ***The Archers***
The whole idea of 'being cool' is: **Incomprehensible to me**



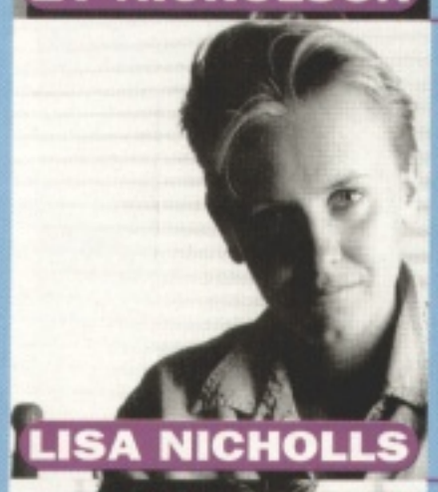
JONATHAN DAVIES

Favourite black and white film: **Kodak Ektachrome**
My most cool thing is: **My dinosaur collection**
Moodiest moment: **Losing my favourite blue stegosaur**
To be cool, I listen to: **Vaughan Williams' *Sinfonia Antarctica***
The whole idea of 'being cool' is: **Difficult when you keep blinking at the camera**



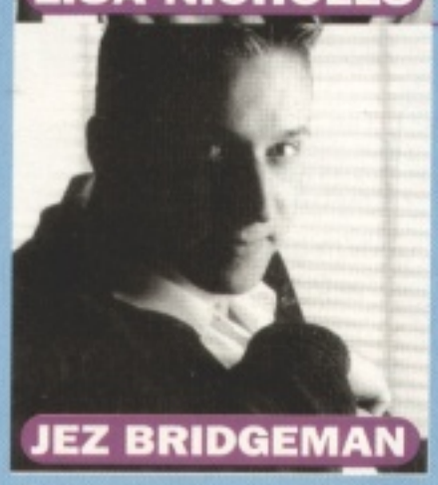
ZY NICHOLSON

Favourite black and white film: **Compromising shots of our publisher**
My most cool thing is: **Understanding the art of blackmail**
Moodiest moment: **When I thought he wasn't going to pay up**
To be cool, I listen to: **Police radio channels**
The whole idea of 'being cool' is: **Impossible in custody**



LISA NICHOLLS

Favourite black and white film: ***Brief Encounter***
My most cool thing is: **My range of facial expressions**
Moodiest moment: **Having my photo taken**
To be cool, I listen to: **Nanci Griffiths**
The whole idea of 'being cool' is: **One I wish I'd never invented now**



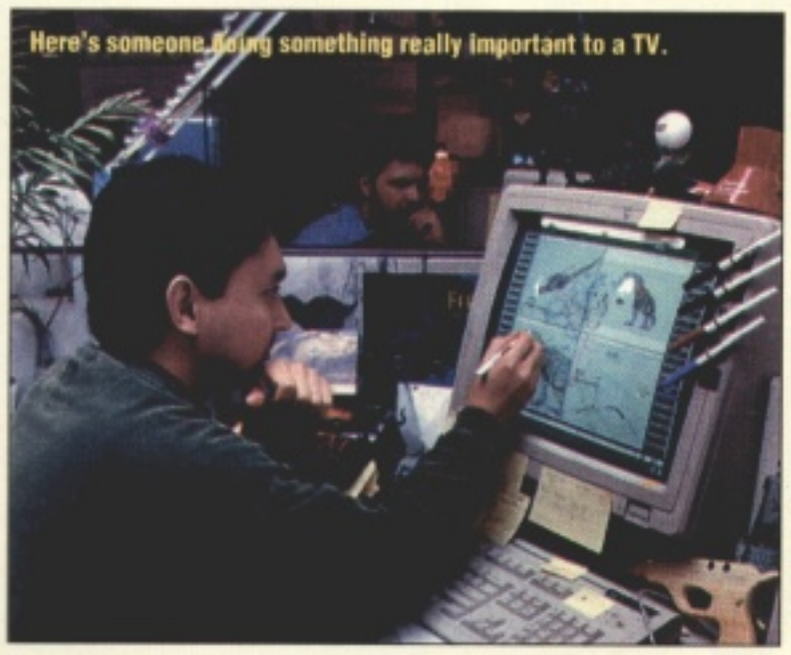
JEZ BRIDGEMAN

Favourite black and white film: ***Dead Men Don't Wear Plaid***
My most cool thing is: **The suspension on my Citroën BX.**
Moodiest moment: **Tidying my bedroom**
To be cool, I listen to: **My mum**
The whole idea of 'being cool' is: **Cool**

SUPER

NEWS NETWORK SUPER NINTENDO

This month in Super Express: win a trip to Japan; Nintendo's brand new games console; is Electronic Arts' games development on hold?; important adaptor news; *Super Play*'s ABC; previews of *Skyblazer*, *Flashback*, *The Chaos Engine* and an interview with Silicon Graphics' head of marketing.



HY

All right, it's not called the Hyper Nintendo – we made that up. But Nintendo's Project Reality (its working title) will be the most powerful games console in the world: more powerful than the system we reported on in issue 11, more powerful than 3DO, and more powerful than any coin-op arcade machine now available. But it'll be 1995 before you can buy one.

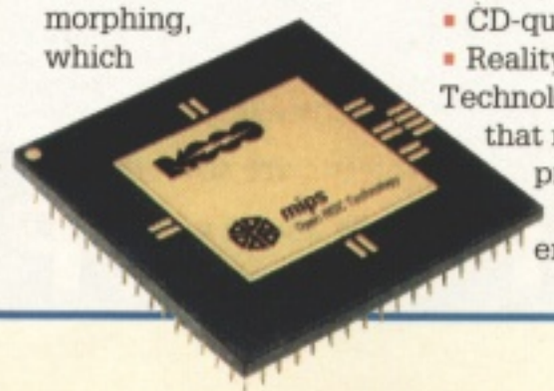
Nintendo have signed an agreement with US company Silicon Graphics and will be developing the machine with them. Silicon Graphics are perhaps the world's top experts when it comes to graphics and special effects. Their hardware was behind the incredible dinosaurs in *Jurassic Park* and the spooky morphing effects in *Terminator 2*. Nintendo's console will be derived directly from that equipment.

That means that Project Reality will be enormously powerful. At its heart will be an advanced 64-bit, 100 MHz RISC processor (32-bits? Ptui!), supplemented by a graphics co-processor that'll provide real-time 3D, millions of colours, special effects, and an ultra-high resolution display (better

PROJECT REALITY: THE SPECS

How Nintendo's new machine looks on paper

- A 64-bit MIPS RISC processor, running at a speed in excess of 100 MHz (50 times as fast as the Super Nintendo, and about twice as fast as the fastest IBM PC you can buy)
- 24-bit graphics, giving over 16 million colours on screen at once (compared with the SNES' 256 colours)
- Real-time 3D
- Special effects like morphing, which are provided by Application Specific Integrated Circuits (ASICs)
- CD-quality sound
- Reality Immersion Technology, whatever that might be, providing true 3D playing environments



EXPRESS

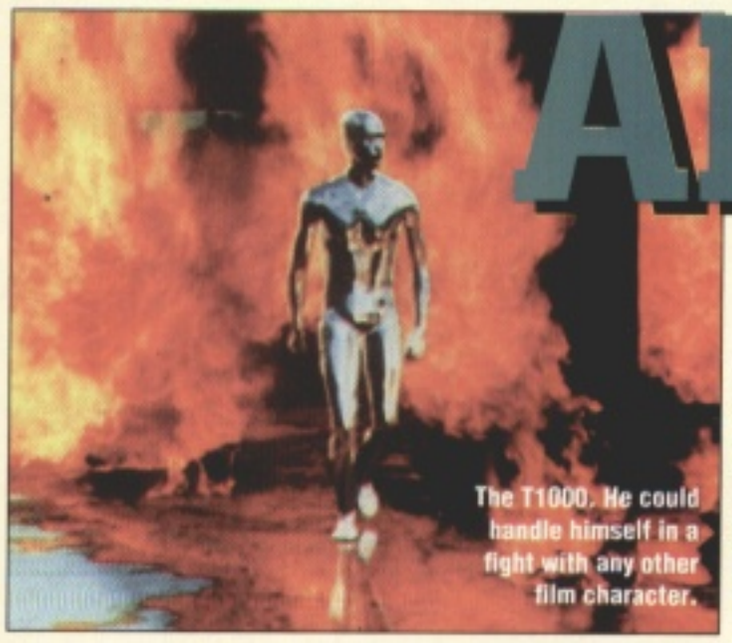
NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

If you've always wondered how the Six O' Clock news team did this, er, why don't you ask them?

Or you could try asking Silicon Graphics, who worked long and hard to get those snazzy graphics.

Er, this is a bit difficult to understand. It's probably a picture of space or something. Whatever it is, Silicon Graphics can be proud of themselves.

PER NINTENDO ANNOUNCED!



The T1000. He could handle himself in a fight with any other film character.

Nintendo rush towards the future!

than a TV picture). Nintendo also claim it'll use 'Reality Immersion Technology', though whether this'll mean wearing a *weird* headset thing isn't clear. They also haven't said whether Project Reality will be cart- or CD-based – it's the tech specs, rather than the storage system, that they're concentrating on.

Incredibly, Nintendo are hoping to sell the whole package for under $250 (approx. £180), which they've said before is the only realistic way of creating a mass-market product. However, Project Reality is still a couple of years off. It'll appear in arcades as a coin-op first, sometime next year, and a home console version will follow on late in 1995.

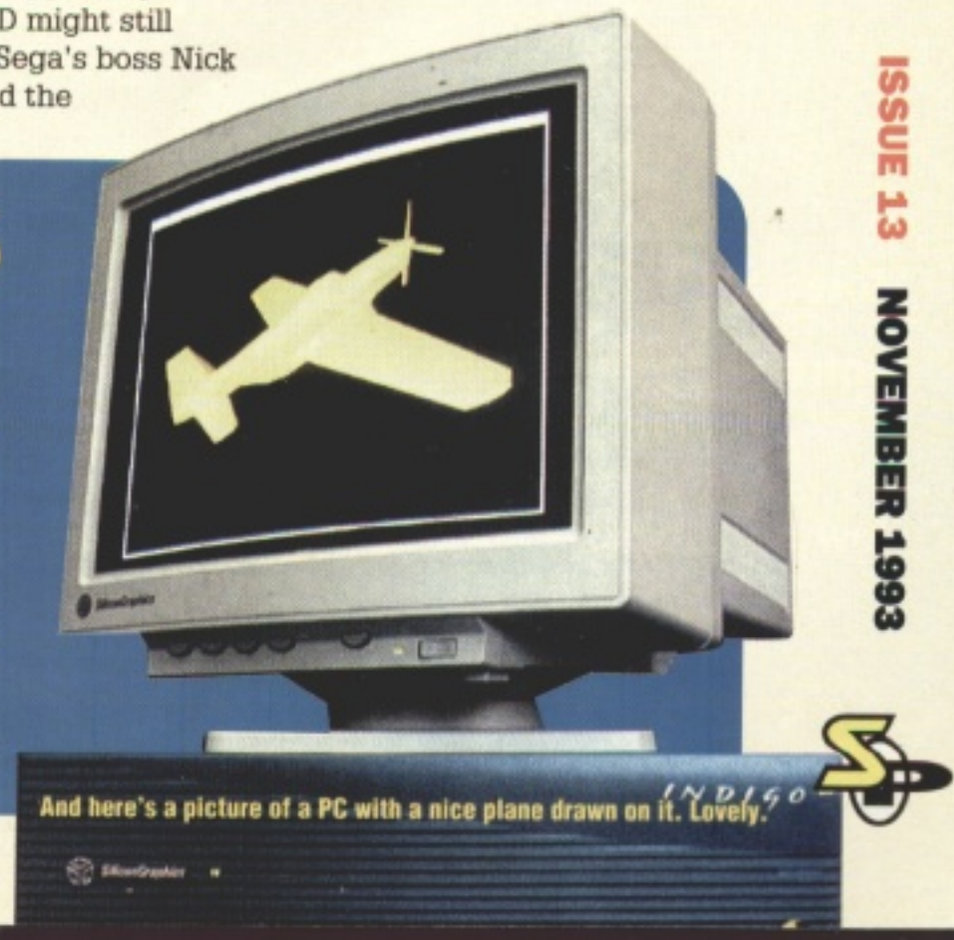
A couple of questions remain, however. Why have Nintendo gone public so early, when they're normally so secretive? The word on the street is that they're trying to smother 3DO and scupper any chance the Mega CD might still have had. (Indeed, Sega's boss Nick Alexander described the announcement as 'a spoiling tactic', and when it was made, 3DO's share price dropped by $4.50.) And why have Nintendo moved development from their underground bunker in Japan to America, and bought in technology from outside?

See page 26, where we interview Silicon Graphics' Steve Webb.

SILICON GRAPHICS
Nintendo's new partner...

We've an American company called Silicon Graphics to thank for the guts of the new Nintendo machine. They build the £20,000 graphic workstations used for special effects in films, TV graphics and professional flight simulators, and Project Reality will use a cheaper (though no less powerful) version of the same technology. Their most recently launched machine is the Indy, which they're suggesting would be ideal for developing Project Reality games on. All this has earned them pots of cash – the company as a whole is valued at $2.5 billion on the US stock market.

It's not unheard of for Nintendo to team up with other manufacturers; you may remember agreements with Philips and Sony over the abortive SNES CD unit. Let's hope they get on rather better with Silicon Graphics.



And here's a picture of a PC with a nice plane drawn on it. Lovely.

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JIM POWER

(Loriciel)

You can't see the 3D effect without the specs, obviously, so our pics won't show all the lumps and bumps. Sorry.

Jim Power – he's the hero of Loriciel's new game (subtitled *The Lost Dimension In 3D*), and you get to guide him through (it says here) 'Three platform levels... Two shoot-'em-up levels... Two exploration levels... And five big monsters!' What's more, as the delightful French press release goes on to explain, 'all musics created by the famous German musician Chris Hülsbeck (who did the music of *Turrican*)'. Jason will be pleased. But what's all this 'in 3D' business? How can you have

platform levels in 3D? Well, to bystanders, *Jim Power* will look just like an ordinary game, and not 3D at all. But to anyone who is wearing the special specs that come with the game, it'll scroll about in perfect 3D! And with no horrible red and blue lenses, either! The effect works'very well indeed (we've seen it, so we know), and is almost reason enough in itself to buy the game when it comes out in the UK in November on an 8 Mbit cart.

THERE'S NO ESCAPE!

Now you can't even step onto a plane without being bombarded with Super Nintendo games, thanks to the Nintendo Gateway System that's been developed in America. It's an entertainment system designed to be used in airliners, cruise ships and hotel rooms, to stop travellers from getting bored when they're away from their SNESes for too long. It's mainly geared towards playing games (at its heart is a Super NES along with 10 top titles), but it also plays music, shows films and does shopping-by-phone, and posh businessmen can use it to book into hotels and check up on their share prices and stuff. At the moment, Northwest Airlines are using the system in the US, and before too long you'll find the system on Virgin Atlantic and China Airlines flights, along with several other airlines, a few ships and loads of hotels.

TURN AND BURN

(Absolute)

Of course, to Tom Cruise this would be all in a day's work. The git.

The closest thing yet to a SNES flight sim? It looks like *Turn And Burn*, due out in January at £44.99, may well be. It plays in a *Super Air Diver*-like fashion – lots of flying around shooting down baddies – but the graphics look quite a bit prettier and this time the view's from the cockpit, rather than from behind the plane, and you can turn round to look behind you. You get to be an F-14 pilot, too. This is the first time anyone's done an F-14 game as far as we know. The handling promises to be much more plane-like as well. Absolute, as you'll recall, were the people behind *Super Battletank*.

MR TUFF

(Storm)

They don't come much tuffer than Mr Tuff. He's *that* tuff.

This one's not coming out for ages – not till late next year, in fact – but here are some pictures anyway. Mr Tuff is 'a demolition droid with attitude', reckons Storm, and his attitude seems to be that, whatever the future holds, it's best reached by walking from left to right past lots of scrolling platforms. He earns his name with his large ball-shaped fists which he uses for smashing up baddies and bits of scenery. There's even a Tonka truck thing which not only looks good, but can damage the scenery and things as well.

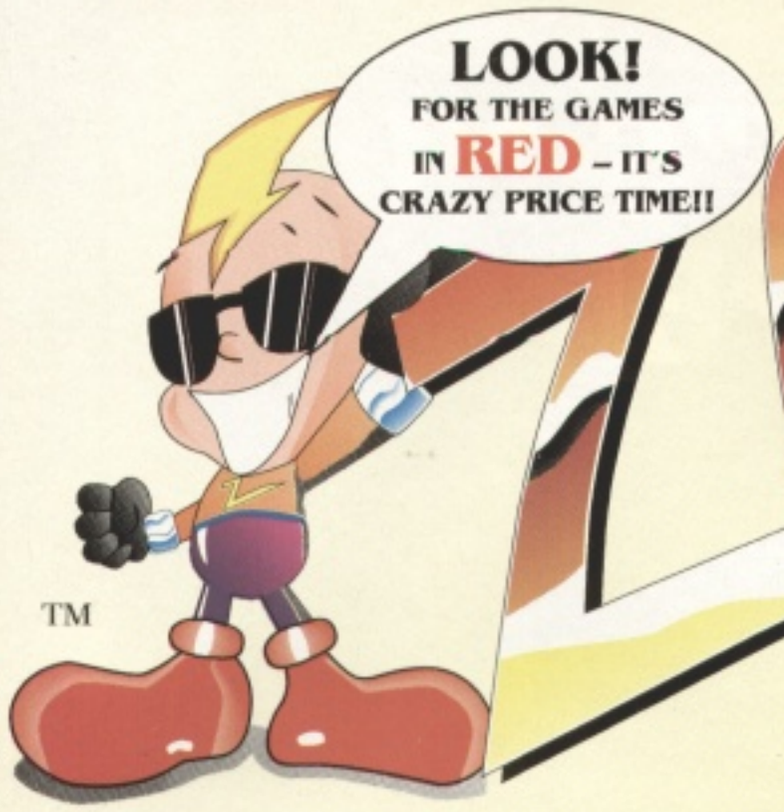
MORE PADS THAN CAPE CANAVERAL

Spectravideo seem to churn out new designs for joypads every couple of hours. Of course, with Christmas creeping over the rooftops towards the chimneys of *Super Play* readers, it makes sense to get such items into the shops. So we're not complaining or anything.

There are two programmable pads. One called Program Pad(!), which is a standard-looking pad, with a digital LCD display built in and extra buttons around the normal group of four. Then there's the Program Stick. It has the same functions as the Pad, but is a desk-top unit with an arcade-style joystick and bigger buttons.

The functions you can expect with these little items are as follows: each has 30 pre-programmed special moves, a mirror function which can in effect double the number of pre-programmed moves, six memories to program your own combination of moves, an independent autofire control, an LCD panel which displays action sequences and, in the case of the Program Stick, there's a built-in battery to retain any stored special moves you might have bunged in.

The Program Pad costs £39.99 and the Program Stick is a pretty heavy £49.99. You can speak to Spectravideo about them both on (081) 902 2211.



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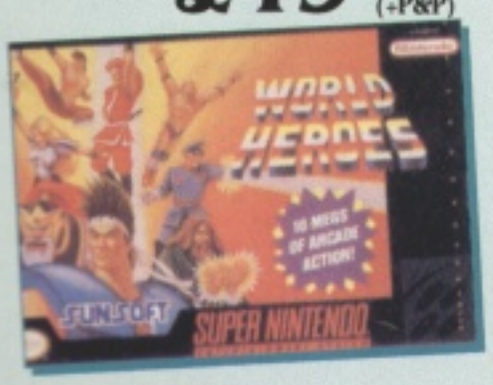

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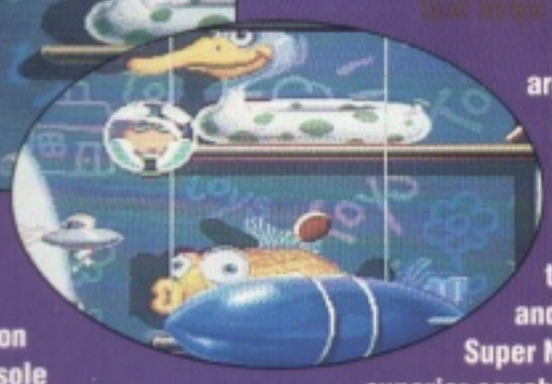
COOL SPOT

(Virgin)

Virgin are, without further ado, to start publishing Super Nintendo games. This is good news for anyone who has ever peered enviously over the shoulder of a *Cool Spot*-playing Mega Drive owner, for *Cool Spot* is to be the very first Super Nintendo game that they will release. It's a 17-level platform affair starring a spot, who's cool. He's got arms and legs, he wears sunglasses, and he's the 'slickest animated character ever seen on any computer or console system', according to Virgin. (Having researched the Mega Drive version pretty thoroughly, we'd be fools to argue). This really is a top-quality game that has already sold by the billion on the Mega Drive, and, with the Super Nintendo's superior capabilities allowing much more colourful, more subtley drawn graphics, the SNES version should be even better still. It's due for release in December. Just in time for your Christmas stocking!

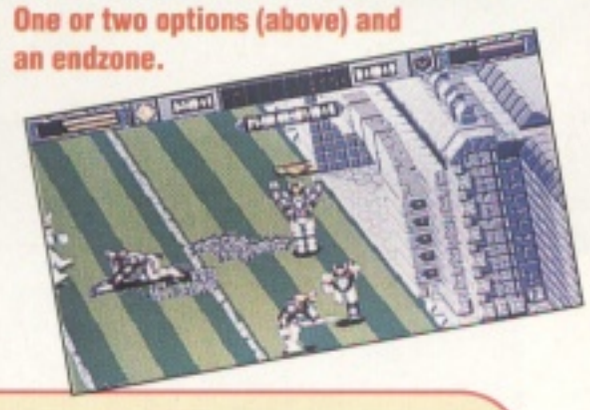


BEASTBALL

(MicroProse)

If, come March next year, you happen to have £44.99 handy, and you're in the mood for a bit of 'American football – with teeth', it might be worth looking up *Beastball*. It's one of these futuristic sport-type affairs, set in 2089 in fact, with man-made mutants running about torn between getting the ball to the other end of the field and ripping each other to bits with weapons and power-ups.

One or two options (above) and an endzone.



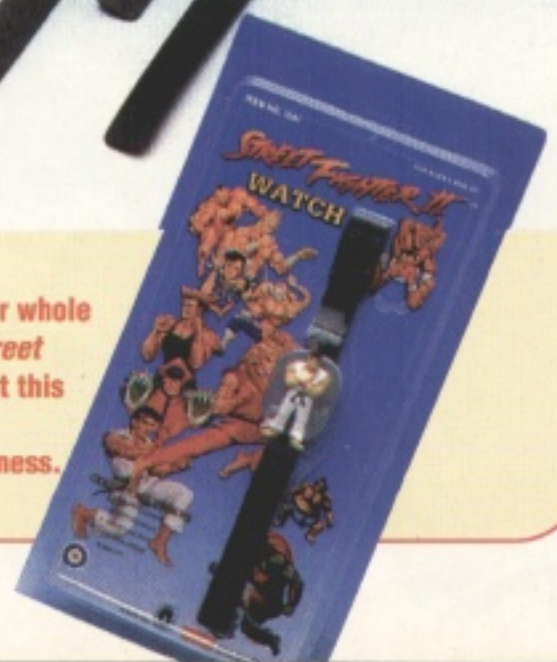
MERCHANDISE OF THE MONTH

STREET FIGHTER II BITS 'N' PIECES

IT'S ALL QUALITY STUFF!

More keys than you can handle? Then a *Street Fighter II* key chain (£1.99) ought to sort them out. It comes with the character of your choice, immortalised in plastic. Keep being late for things? You won't be with a *Street Fighter II* watch (£4.99) – basically the same little figures stuck onto those funny digital watches that you have to open to tell what the time is. Walls looking a bit bare? Then decorate them with some *Street Fighter II* posters (£3.99), which are actually in 3D if you look at them from the side and squint a bit. By pushing them with your finger, you can even make them dent in for a second, then pop out. Hours of fun for, er, some people. All these products can be found in a shop near you.

Sick of *Street Fighter* yet? No? Then head for the shops with all rapidity.



In fact, you could turn your whole bedroom into a sort of *Street Fighter* shrine. Blimey. At this rate we'll put our ad department out of business.

Capcom does it again! New characters and more competitive play. What are we talking about? *Super Street Fighter II*, of course! Rik Haynes brings you this exclusive report from Japan's 31st Amusement Machine Show.

Right: Amazing. You could soon be doing this on your SNES!

There's no stopping Blanka, Chun Li and the rest of the gang. Described as a super-evolved version of the world's most popular beat-'em-up, the new *Super SFII* coin-op is sure to become another blockbuster for Capcom.

As with previous sequels, most of the improvements involve insignificant tweaking of characters and background graphics. For example, there's a new intro sequence where Ken impresses the audience with a touch of Hado Ken. And with the introduction of QSound 'Virtual Audio', improvements to the quality of speech and BGM have been made. Before, you could only hear one voice at a time; now both fighters can scream simultaneously. And you can select your fighter's colour, too.

These minor changes are lovely for aficionados, but *Super SFII* goes much further than that. Even someone who wouldn't know *Street Fighter II* from *Syo The Seal* couldn't help but notice that four new challengers have been introdúced into the struggle. Soon, heated arguments over the strengths and weakness of Cammy,

THOSE NEW CHARACTERS IN FULL

They're all tough, menacing people. And they all come with a full complement of new special moves.

CAMMY
COUNTRY: UK
OFFICIAL CV: 19-year-old special operations attaché for the British Intelligence Service. Her past harbours a shocking secret...
STAR SIGN: Capricorn
BORN: 6/1/74
HEIGHT: 164cm
WEIGHT: 46kg
PERSONALITY: Cammy is fast, and can throw the other characters.
SPECIAL MOVES:
Spiral Arrow: Similar to Blanka's Rolling Attack or Vega's Psycho.
Crusher Attack: When she starts this attack, Cammy becomes immune to any other form of attack. Very useful.
Cannon Strike: Similar to Feilong's Shien Kyaku. Useful against opponents in the air.

DEE JAY
COUNTRY: Jamaica
OFFICIAL CV: A first-class musician and a first-class kick boxer, he puts both talents to use when he fights.
STAR SIGN: Scorpio
BORN: 31/10/65
HEIGHT: 184cm
WEIGHT: 92kg
PERSONALITY: Kind of like Guile.
SPECIAL MOVES:
Air Slasher: Very fast uppercut which creates a sonic boom and cuts the opponent. It's really difficult to continuously execute this. You should try to perfect the Air Slasher and use it as a long-range attack like Hado Ken.
Double Rolling Sobat: Sort of like Bison's Dash Attack. Dee Jay goes up to his opponent, pins them down and kicks once or twice depending on distance. Not sure if this can be used against opponents in the air.
Machine Gun Upper: Series of lightning fast punches, provided the fire button is hit rapidly enough.

FEILONG
COUNTRY: Hong Kong
OFFICIAL CV: A kung fu great, he makes his bid for street fighting champion, boasting inner technique and the ability to put it into action.
STAR SIGN: Taurus
BORN: 23/4/69
HEIGHT: 172cm
WEIGHT: 60kg
PERSONALITY: His movement is marvellous.
SPECIAL MOVES:
Shien Kyaku: A somersault kick by any other name. Shien is Japanese for 'very strong'. With this move, Feilong's

LIVE FROM HELL CITY

Dee Jay, Feilong and T Hawk will be overheard in your local arcade as players try to get a handle on Cannon Spikes, Mexican Typhoons and the other new special moves now available.

In addition to standard one-on-one urban combat, 'Tournament Battle' adds a new dimension to the competition. A maximum of eight players can ruck at the same time when four machines are linked together by cable. Their ranking is determined through three matches. From the second match on, winners fight it out and losers squabble amongst themselves for whatever glory remains. The computer takes the place of any missing competitors if there are less than eight players.

These new characters add a whole world of gameplay to the already quite-playable *Street Fighter II Turbo*.

By the time you read this, Capcom should have completed a special preview of *Super SFII* in the States with a whirlwind tour of New York, Chicago, San Francisco and Los Angeles. According to a spokesperson, the game's official worldwide release is scheduled for later this year. *SFII Turbo* on the Super Famicom is already on sale for half price in Tokyo after only a few months of availability, so look out for the conversion of *Super SFII* in early Summer to coincide with the launch of *SFII – The Movie*... probably. I wonder if Cammy and the other new characters will be in the film? From a merchandising point of view, it would certainly make financial sense. There's also scope for a faster upgrade of the arcade machine, more than likely to be dubbed *Super Street Fighter II Turbo*. Okay, Capcom – how about surprising us all and finally unleashing a proper *SFIII* instead?

▪ Rik Haynes is the European editor of LOGiN, Japan's leading computer and video games mag.

opponents are hit once if they're in the air, or twice when on the ground.

Rekka Ken: Mega damage occurs if Feilong can successfully hit his opponent three times with this 'very strong fire punch'. He can then floor them with ease for a different visual effect.

T HAWK

COUNTRY: Mexico

OFFICIAL CV: One of the survivors of a tribe run off their land by the 'Shadlue'. In the fight to return his ancestral land to its rightful owners, he stands alone.

STAR SIGN: Cancer

BORN: 21/7/59

HEIGHT: 230cm

WEIGHT: 62kg

PERSONALITY: Mixture of Zangief and M Bison. T Hawk is tough.

SPECIAL MOVES:

Condor Dive: Jumps up then suddenly starts diving with his body. T Hawk's surprise attack can be used anytime he jumps.

Tomahawk Buster: Reverse of Condor Dive. He jumps up and attacks at the same time. However, it's easy to block this attack. Similar to E Honda's Hyakan Otoshi 'Flying Body Press'.

Mexican Typhoon: T Hawk grabs opponent with one hand, leaps up and throws them. Like a Screw Piledriver or Atomic Suplex.

OLD FACES, NEW MOVES

You've seen this lot before, of course. But they've all been putting in the hours doing some serious training and, as a result, are a far more fearsome bunch.

BALROG
He's learnt the Sky High Crawl, where he jumps against a wall and then charges into his opponent. Nasty.

BLANKA
Watch out for his new Backstep Rolling – he goes back, suddenly flies high in the air and performs a rolling diving attack.

CHUN LI
More tweaks than changes for Chunners. Her Spinning Bird Kick will knock down opponents it hits, but can't now be performed in the air. And her Kiko Ken now reaches further.

DHALSIM
No notable changes.

E HONDA
Not much new here, either.

GUILE
Guile's new move is a Rolling Sobat, which means he can kick when jumping vertically.

KEN
Ken's got three new moves:
Fire Hado Ken: Not unlike Dhalsim's special attack. If Ken hits the opponent at close range, they will be burnt and drop to the ground.
Fire Shoryu Ken Uppercut: A punch with added burn.
Tatsumaki Senpu Kyaku: 'Tornado Really Strong Wind Kick', which is fast.

M BISON
Bison now packs a Buffalo Head-Butt, a replica of T Hawk's Tomahawk Buster. Warning! Switched-on fighters can easily intercept this move in the air.

RYU
His Shoryu Ken can now floor an opponent.

SAGAT
The power of Sagat's Tiger Knee Crush has been reduced to even things up a bit.

VEGA
New is his Devil Reverse. He vaults over his opponent, changes direction and punches them in the back.

ZANGIEF
Zangief's Atomic Suplex and Flying Power Bomb are a dynamic duo of powerful throws.

FANTASY QUEST

by Onn Lee & Studio Hell City, Japan.

This month, Fantasy Quest takes a break from its usual hectic news gathering, and settles down with two of the year's biggest Japanese RPGs for a good, long, play. What *is* so special about *Holy Sword Legend 2* and *Madara 2*? What's it like to actually play them? Are they really as great as the Japanese claim? And – most importantly – have non-Japanese speakers got a chance with them?

The thought of actually going out and *buying* a Japanese role-playing game is one that probably rarely occurs to *Super Play* readers. 'What, one of those weird-looking things with numbers and Japanese writing all over the place, and funny little flashing squares?' But you're obviously at least interested in them, because otherwise you wouldn't be reading this. Ha!

There are practicalities involved, however, the main one being all the Japanese text. Much of the fun of an RPG comes from the idea that you're following through a story as you play. It's a bit like reading a book. And, although some games don't have very much text in at all, Japanese or otherwise, you're always going to be missing out on something.

And rather more fundamentally is going to be the problem of how you actually get hold of the things. Most importers won't touch them – there just isn't the demand, despite the best efforts of Fantasy Quest – but you might be able to persuade someone to put in a special order for you. Failing that, it's going to be a question of getting in touch with someone in Japan or Kong Kong and getting one sent over.

It *is* worth the effort, though, as we discovered once we'd actually sat down with a couple of Japan's finest...

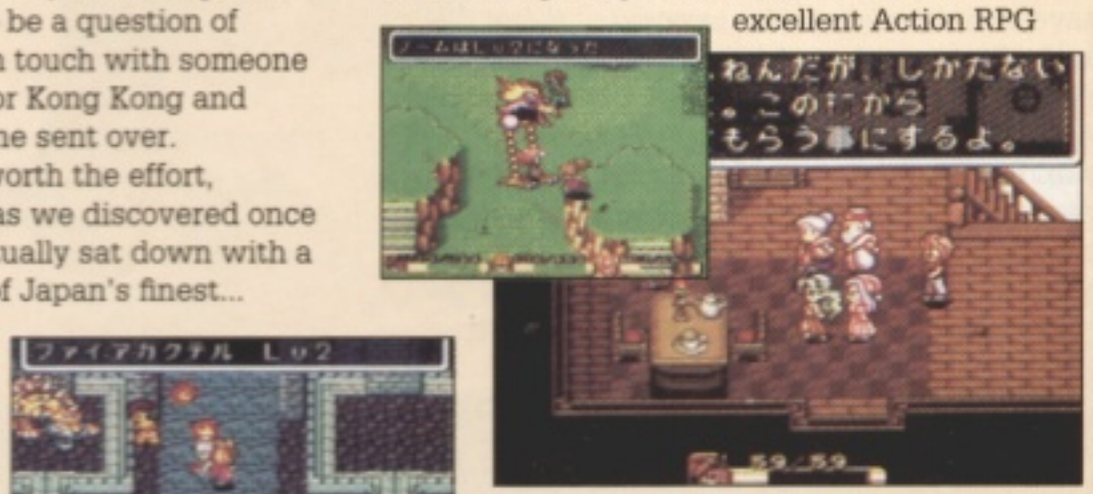
The game's publicised using these plasticine characters. We're not sure what they're called, sadly.

HOLY SWORD LEGEND 2

Square Soft ▪ 16 Mbit ▪ Out now

In the Land of Calamity, the people waited for the one brave one. The one who would bring peace to their land. The one who could pull the Sword of Mana from the ancient stone. And – yes! – you are the chosen one. What the plots of Japanese RPGs lack in originality, they make up for in intricacy and sheer length.

Holy Sword Legend 2 is the latest release from Square, and a game we've talked about a lot in Fantasy Quest. And, now we've sat down and had a good go on it, it turns out to be an excellent Action RPG



The intro's got a groovy Mode 7 scrolling map in it, among other stuff.

Here we've bumped into two more characters, who are now under the control of players two and three. Yes.

very much like *Zelda*. As in *Zelda*, the game is viewed in a 3/4 top-down perspective, and you wander around the landscape, interact with different characters and, of course, slash away at all the nasty creatures in your way.

As with Square's previous RPGs, the game features excellent atmospheric music (you really need to plug your Super Famicom into a hi-fi to get the best from it), along with neat Mode 7 map scaling and rotation.

But the most ingenious thing about *Holy Sword* is the way you can control up to three different characters (once you've found 'em). Each of the characters have different abilities, and certain ones are required to pass through different sections of the game.

You might be wondering how you control two or three characters at the same time. Well, you actually only ever control the lead person, and the others follow along behind. By adjusting the character fight grid the other characters will attack opponents. You can do this in a number of ways. The best method is to attack a monster, and then move to the other side of it, thus trapping the monster between the leader and his companions. Then, when the other characters move towards the leader, they'll attack the monster as well.

The extra characters also make the game tougher, because they have minds of their own, and if you don't keep an eye on them they'll be trapped in a corner and hacked to bits by the enemy. But never fear! You can get round the problem by using a Super Multitap and getting two friends to play the other characters. This is brilliant fun, and unlike anything seen before in an RPG.

The game itself is a lot more enjoyable than *Zelda*, mainly because it retains more in the way of traditional RPG elements, like proper battles. It's much bigger than *Zelda*, too. The map's huge, with teleports to strange dimensions and underground worlds. And all the way through, the graphics and music are gorgeous – this has to be the best presented, most approachable RPG yet.

The graphics are marvellously colourful, but not actually that well drawn. Like most Japanese RPGs.

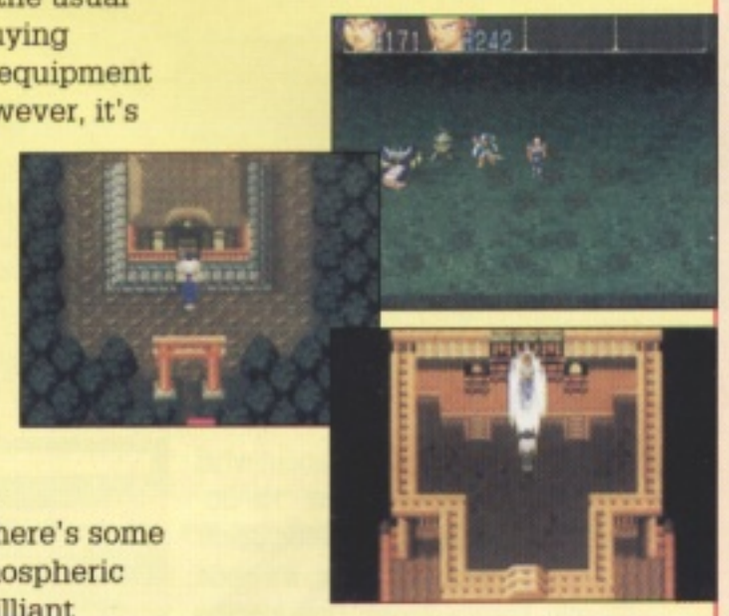
Sadly, playing the game in its Japanese form is tricky as there's lots of verbal interaction between characters. It's frustrating being able to see how fabulous it looks but not being able to work out what it's all about. There's an English translation due, though – *The Secret Of Mana*, which you'll have read about before in Fantasy Quest – *Holy Sword* is a must for anyone who enjoyed Zelda.

Madara 2

Konami ▪ 12 Mbit ▪ Out now

Madara 2 is a story about a couple of ordinary Japanese school kids. And here's one of them now. This is, believe it or not, what ordinary Japanese school kids look like. Big stick and all.

Based on a popular Japanese comic book series, *Madara 2* casts you as a teenager in modern day Japan – a bit of a departure from the gnarled orcs and elves you normally have to try to relate to. However, things aren't as straightforward as they seem. Something odd's happening at your high-school, and it centres on your girlfriend who, later on, will be whisked to the ancient and dangerous land of Madara. You start the game by exploring a haunted house, inhabited by all sorts of nasty creatures, with a vile green monster at the heart.

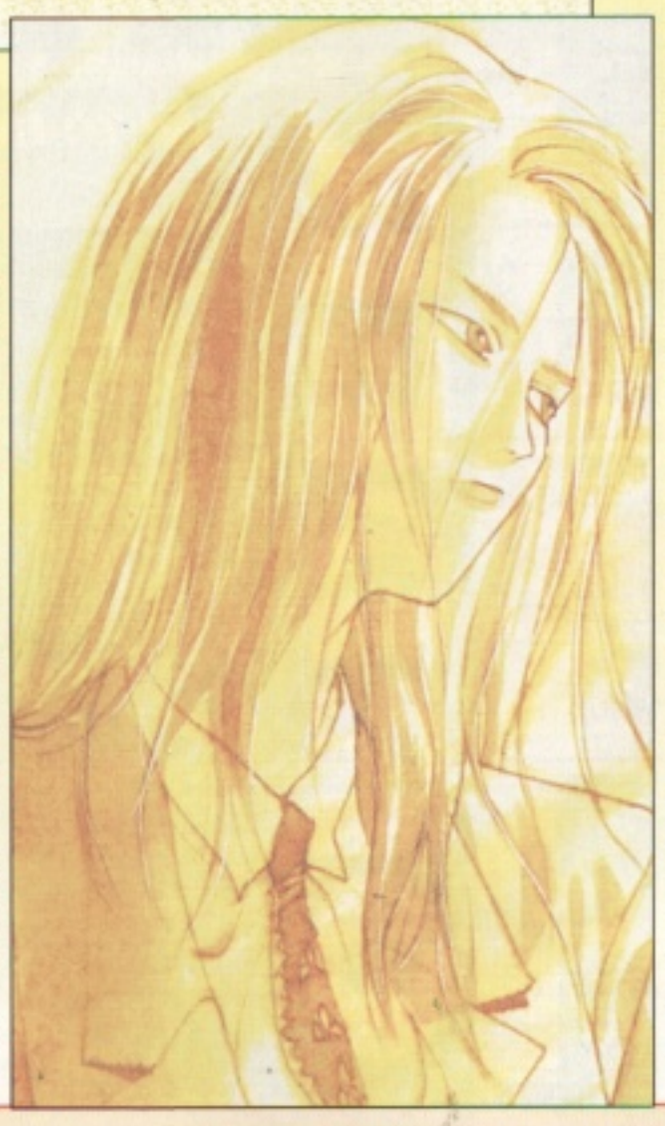


Madara 2 plays in a similar way to most RPGs, in that you wander around towns meeting people and doing the usual RPG things like buying medical supplies, equipment and weapons. However, it's presented using detailed, realistic graphics that make it look creepy and sinister. As you'd expect from Konami, the sound is ear-splitting. Like *Castlevania*, there's some incredible atmospheric music with brilliant sampled piano themes.

One of the best features of RPGs are the fight sequences, and *Madara 2* uses a unique one. Fighting is automatic, but you can select which characters do the attacking and adjust the fight grid to determine where each person stands, etc. The characters are all animated extremely well when they're fighting – you'll see your heroes running up to the enemy and launching high kicks in their faces or swinging with their swords. Sadly, the game's very tough to start off with, as the enemy are strong, and require a substantial number of hits to kill. Some are very intelligent, too – you'll meet a pack of werewolves who'll attack the weakest member of your group, ignoring the others till that person's dead.

Madara 2 is fairly playable in Japanese. But, as everything's presented in text format, from the people you talk to to the things you pick up, you do miss a lot of the story, and we couldn't honestly recommend it. Even the Japanese find this one a bit of a toughie.

Sadly, the original *Madara* on the 8-bit Famicom was never converted into English, so it's unlikely Konami will convert this sequel. A shame, as *Madara 2* looks amazing.



Watch out for these eye-catching sepia-toned pics in *Madara 2*'s adverts.

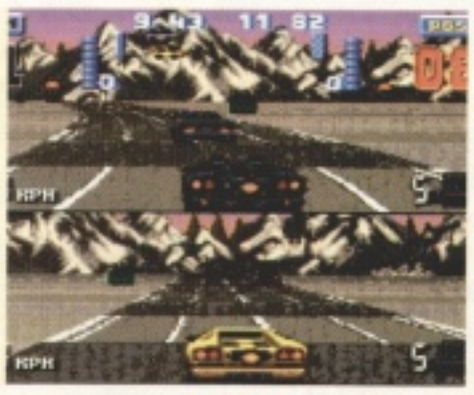
Jason adds...

Hey! Wow! You can get the soundtracks to both games on CD (if you go to Japan). And they're both pretty good, although *Madara 2* is my personal fave. It's got some truly awesome tracks on it!

SUPER PLAY'S HOT LIST

Once more, the team let a little of their private games playing lives spill onto the page.

JAMES



'*Lamborghini* is my top play at the moment. I like the idea of driving a car which costs more than a house (and a flippin' nice house at that). And racing past police cars is not something I've ever done on the motorway, seeing as I travel at a steady 70 everywhere, so it's a laugh to do a bit of that as well.'

JONATHAN

'I've been playing *Sunset Riders* a lot this month, because I was brought up on a strict diet of western films. Actually, that's complete rubbish. I'd be dead by now if that were the case. No, in fact, I was actually brought up on a diet of food, which is why I'm here today. Anyway, *Sunset Riders* is a jolly good laugh and I'm glad I'm alive to play it.'

SUE

'I'll give you a clue about what I'm playing at the mo. "Ha-Do-Ken! Yoga nugie! Good point! Ya ta! etc. etc." Yes, it's good old *Yoshi's Cookie*. Only kidding – I'm stuck to the *Street Fighter II Turbo* joypad. And it's got to be said "I'm the strongest woman in the world."'

ZY

'D'you remember *Pilot Wings*? I do, and I've recently got back into it. Strangely enough I used to do a bit of hang-gliding myself, and this game takes me back to those heady, soaring Summer days, drifting peacefully over the liquorice fields of Pontefract. Actually this is all a lie. But I *do* like the game lots, though. That bit is true.'

LISA

'*Yoshi's Safari* has been the game of the month for me. I got fed up with Yoshi, though, so I started shooting him in the back of the head. He screamed very realistically until I realised that I had the Super Scope the wrong way round and was actually firing at Jonathan.'

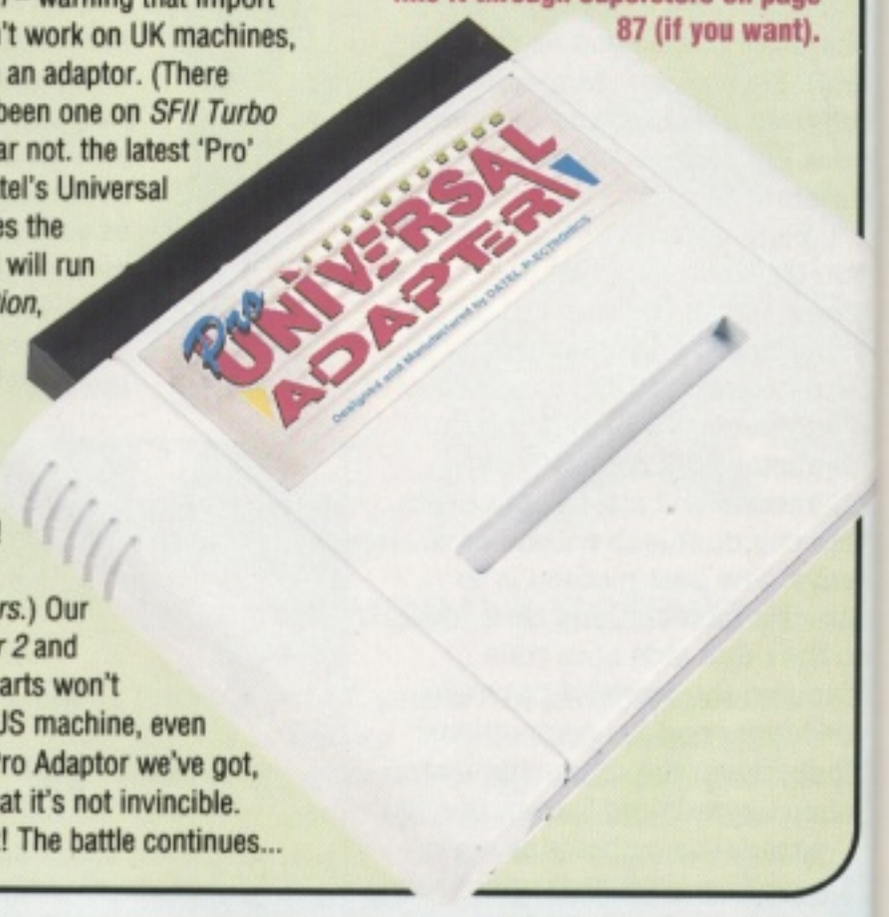
JEZ

'I've been feeling a bit peckish lately, so *Out To Lunch* has been just the snack I've needed to keep me going. Light, yet filling. Tangy yet not overspiced. And made with the full-cream milk of three tubby cows, it's perfect or those in-between meals that don't spoil your appetite. And whilst playing, I've eaten about 25 Kit Kats as well (burp).'

ADAPTOR update

You might have noticed warning triangles popping up on some of our reviews recently – most notably the *Super Mario Collection* and *Yoshi's Safari* – warning that import versions won't work on UK machines, even through an adaptor. (There should have been one on *SFII Turbo* too.) Well, fear not. the latest 'Pro' version of Datel's Universal Adaptor solves the problem, and will run *Mario Collection*, *Turbo* and co just fine. But! The publishers are already fighting back! (*Oh no – The Weary Readers.*) Our PAL *Top Gear 2* and *Super Putty* carts won't work on our US machine, even through the Pro Adaptor we've got, suggesting that it's not invincible. Clang! Thrust! The battle continues...

Here's a picture of our Pro Universal Adaptor – the one we use for playing the *Mario Collection* on our PAL Super NES. Get one just like it through Superstore on page 87 (if you want).



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- If in the unlikely event that you have a problem with a supplier, phone them and politely explain what's wrong (remembering to say please and thank you). In many cases it will most likely be a mix-up or misunderstanding, and can easily be put right. But if it proves to be a real problem, contact your local Trading Standards Officer – the number will be in your phone book.
- Always keep a record of any written orders or letters you send to any mail order company, and note when and where you saw the advert. In some cases, Future Publishing can help to sort you out.

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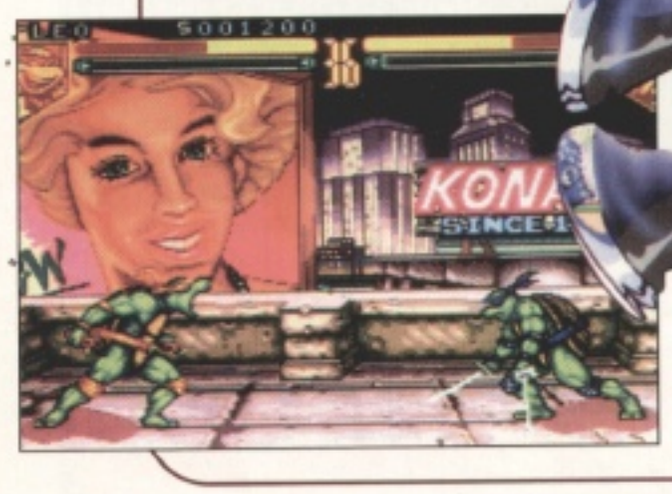
TURTLES-TOURNAMENT FIGHTERS

(Konami)

Surely we previewed this last month? Yes, but since then we've found lots more pics and some harder info, and had a bit of a go on it.



And *Tournament Fighters* is coming out sooner than we thought – in November in fact. It's laid out in much the same way as *SFII*, with 10 characters to pick your hero from (including the Turtles, of course), and some bosses to fight once you've beaten the nine characters you spurned. It's all based around a bizarre TV game show which the Turtles have decided to enter, only to find it's all run by none other than the evil Karai (whoever he might be). The animation and graphics look brilliant, and there are plenty of interesting moves. We're not sure how much it'll cost, but it's on a 16 Mbit cart.

We should warn younger readers not to try this at home.

SUPER BATTLETANK 2

(Absolute)

The sequel to *Super Battletank*, this is coming out in January, will sell for £44.99, and will be on a 16 Mbit cart, making it four times bigger that its predecessor. So what fills all the extra space? Mostly the full motion video sequences that are played by your on-board camera when an enemy gets blown up, we suspect, but there are other new bits like air strikes, 'copters, and flares. And who knows what it might achieve? Apparently, the original game was 'selected by the popular rock band U2 for their internationally-aired television special, ZOO TV, as a prime example of combat gaming verisimilitude'.

X-KALIBER 2097

(Activision)

With pin-point accuracy, *X-Kaliber 2097* arrives from Activision on 15 March 1994. It's a 21-level platform hack-'em-up, featuring some chap called Slash running around slicing up baddies with a futuristic super-sword, and, although we haven't had much of a go on it yet, it looks quite good. It'll have contributions from 'emerging techno rock group' Psykosonik (who'll hopefully have emerged fully by then), consisting of 'a delectable collection of driving techno grooves and infectious pop hooks'. We trust there'll be some music in there too.

At times it can seem like the whole world hates you. But that needn't be a problem if you've got an *X-Kaliber*.

BLABBERMOUTH with Kris and Tel

Once more, those lovable, cheeky robots are melting the phone line between their houses whilst their parents are out. By using some ninja robot trickery they managed to get into the European Computer Trade Show in Islington, and they're still talking excitedly about what they saw there. Of course, being droids, their accuracy isn't always 100 per cent, but they've definitely got some juicy gossip. And you know what they say – there's no smoke without fire... Let's tap their line.

☎ Kris! Did you see the Silicon Graphics stand at the show? They were showing the sort of graphics which the new Hyper Nintendo project will be capable of! Amazing! It was like *Terminator 2* or *Jurassic Park*!

☎ It was *Terminator 2* and *Jurassic Park*, in fact. But you're right. The prototype machine is nearer to completion than most people think. It could only be a few months before we start seeing glimpses of what the software industry can do with it.

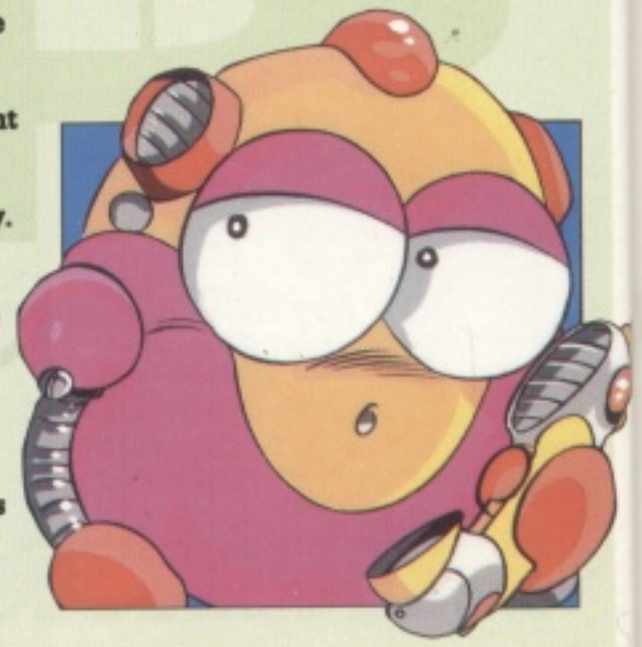
☎ Yes. I also saw something on *Star Trek: The Next Generation*. That's going to be a smart one when it arrives. They've really caught the feel of the programme, and there's a great deal of gameplay. Er, well there certainly could be.

☎ Yoinks! That reminds me. I listened in to a top secret conversation between two very high-up Argonaut people. They were talking about the latest Super FX game they're doing. It's going to be a SNES game called *Transformers*, based, rather obviously, on the completely superb cartoons. Imagine what they could do to the angular and robotic Transformers using the Super FX! I can't wait!

☎ Neither can I, Kris. I just love robots in all their guises. And speaking of cartoons, I managed to find out a bit more about *Akira*. THQ are saying (behind closed doors) that it'll have ceramic bike action as well as a fair bit of fighting. And all those exploding baddies and demons at the end will be there too, of course. What a game.

☎ You're not wrong, Tel. I also heard at the show that *Jim Power*, with its 3D-style glasses is being watched very carefully by the software industry's big cheeses. Everyone agrees that it's a good idea, so if it's successful, there might well be a host of beat-'em-ups, platform games and maybe even driving games using the technology. They'll have to make the glasses look nicer before *I'll* wear them, though. Oh, and I forgot! I've got an interesting little snippet from the Far East. My highly sensitive ear-sensors have picked up rumours that *Street Fighter III* is being started now. Apparently, Capcom are talking to high-up programmers at Konami about it. The game is said to have very little in common with *Street Fighter II*. Everyone concerned seems to think that a totally new approach is necessary.

☎ Amazing. It's very likely that I'll buy *Street Fighter III* whatever it's like. Have you heard about...what was that? Did you hear a noise? Oh no! It's my parents. They're back! I've got to go. They'll terminate me if they catch me on the phone again! Bye Kris!



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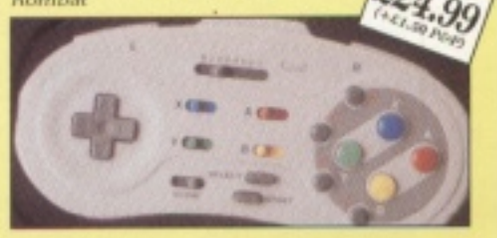

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ANIME WORLD

Pronounced 'ah-nee-may'

YEAR ZERO

Things never stand still in anime land. So, in her efforts to keep up with all the latest developments, Helen McCarthy takes a look at everything new, both in Japan and America.

It's hard to believe that *Super Play* has only been around for a year, when you think of all that's happened in that time – not just for this mag but for anime and manga fandom. Of course, *Super Play* has done a lot to spread the word about anime even more widely.

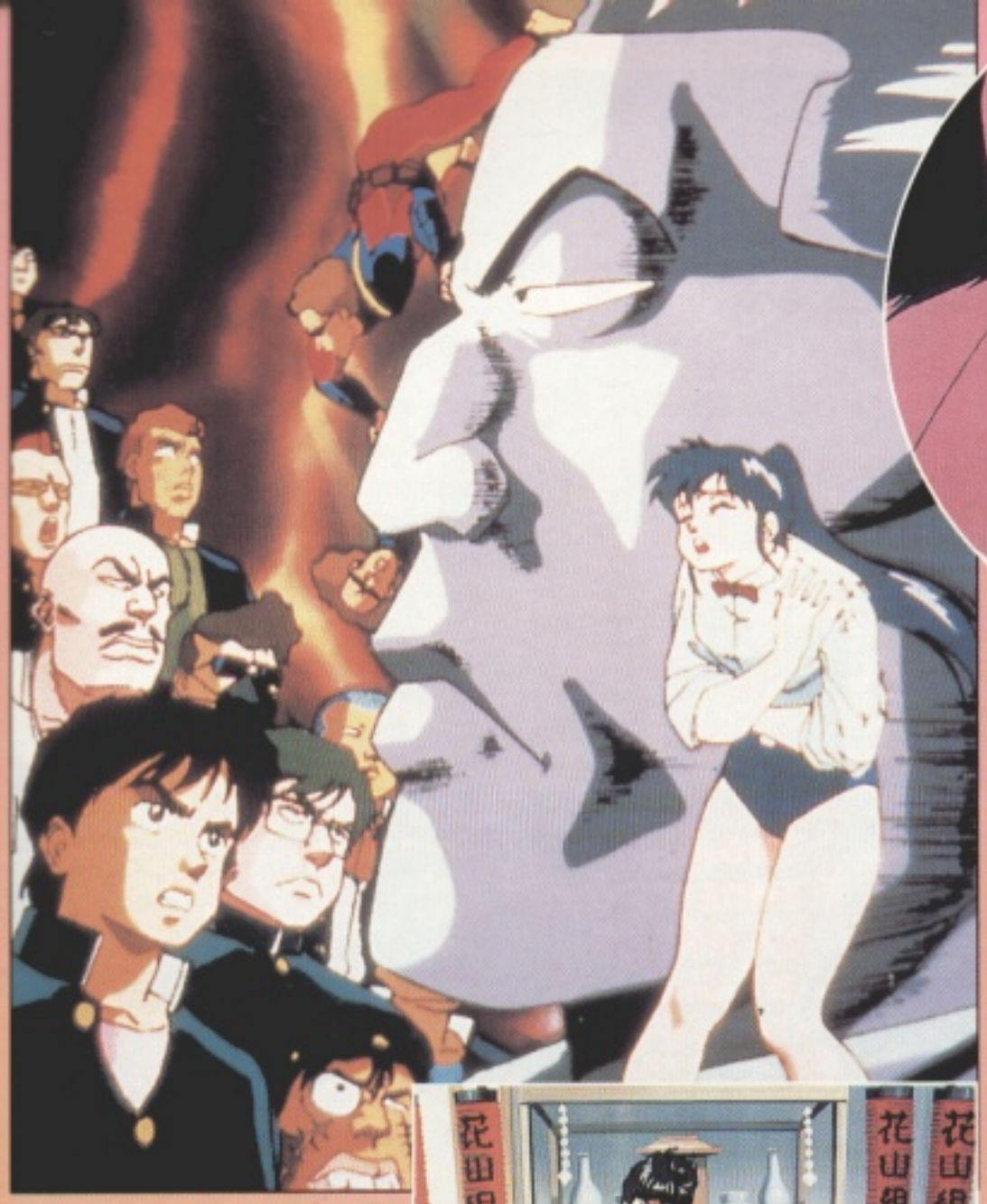
It was the first console magazine to take a real interest in the rest of the Japanese scene, and it remains the one with the biggest and best coverage of Japanese pop culture.

But let's take a look at Manga Video and Anime Projects, the UK's two main anime labels. So far, both have stepped up their rate of releases. Manga Video plans to put out 60 titles on the market over the next two years, and have already started the release of three OAV (made-for-video) series – *Crying Freeman*, *Doomed Megalopolis* and *RG Veda*. They've also released a couple of fantasy titles, breaking the SF/horror pattern of their recent catalogue and pointing the way to a welcome widening of the market.

Above: *Crying Freeman*. He's a killer, but he finds it very difficult to blow away the sweet girl who inadvertently sees him whacking a top politician. Oh dear. We've given the plot away now.

3x3 Eyes Part II. We won't give the plot of this one away. Except we *will* say that the immortal folk must regain their human-style mortality. Or something.

Anime Projects, a much smaller company, is part of the US subtitled market AnimEigo, with access to a fabulous catalogue which includes *Urusei Yatsura*, the insane adventures of alien princess Lum and her hapless human boyfriend Ataru. Then there's *Vampire Princess Miyu*, spine-chilling high school horror in the true Japanese tradition. Next there's the super deformed mayhem of *Scramble Wars* and *Ten Little Gall Force*, and lots more. With AnimEigo's plans to go into dubbing, their appeal will broaden considerably, and if they can address the problem of the high price of their tapes for the UK market (they're pretty



Above: *Ultimate Teacher*. The film with more underpants than any we've seen. Right: *Crying Freeman*. Not too many undies, but plenty of gunplay and some snogging as well. It could have been improved with some boxer shorts.

Doomed Megalopolis. Yep. He knows it's doomed all right. No doubt in his mind...

year zero for *Super Play*, still early days for British anime fandom, but it's been a packed year and there's more to come. The BBC are set to screen *Akira* this Winter, and there are rumours of more anime on TV. Yes, anime fandom is growing as we go into year one. For *Super Play* and anime, it's going to be a good one.

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1N 7DF. (£3.50 from good SF/comic shops, or mail order from publishers + 70p p&p.)

average by US anime standards), Anime Projects is sure to grow.

Other US companies are waking up to the rapid growth of anime in Britain, and making plans to get their product seen over here. Two of the hottest fan favourites of all time are slated for release in the US soon; Viz Video will commence the epic task of releasing *Ranma 1/2* – all 161 episodes! And Streamline Pictures have acquired the 'cyber psychic movie' *Silent Möbius*. If you can't wait for the UK release, most SF and comic shops will order titles like these from the US. But, you need an NTSC (US) video via the distributors Diamond or Capital City.

Three shops offering a good mail order service are: Sheffield Space Centre, (0742) 758905, Forbidden Planet, New Oxford Street, (071) 379 6042, and Top Ten Soho, (071) 734 7388. So if your local shop can't help you, these folk might be able to.

There have even been a couple of anime re-releases from UK companies. First International put out *Warriors Of The Wind* – the US cut of Miyazaki's *Nausicaa Of The Valley Of The Wind* – at a measly £5.99. And Video Gems have re-released *Robotech II: The Sentinels* at £10.99. Your local video shop should be able to get hold of these for you with no trouble. All the signs are that other British companies are waking up to potential of anime in a tired and recession-battered marketplace, so there'll be more where those two came from.

After my earlier article on Europublications, I hope you're all well clued up on the European anime and manga scene. But you may be missing out on the anime publications available in English. American magazines *Animerica*, *Animag* and *Mangazine*, plus Canadian publications *Protoculture Addicts* and *Mecha Press* are all available through the same outlets as US videos – from specialist comic and SF shops who can order for you if they don't stock them already. Oh, and by mail order from the three outlets I mentioned earlier.

Here in Britain we have my own bi-monthly publication *Anime UK*. This really is the specialist's source; anime and manga news from the US, Europe and straight from Japan, reviews of shows old and new, conventions, merchandise and fanzine reports, all in one stunning package. (I'm allowed to plug my mag a bit, aren't I, James?). Anyway, I'm proud to say that every significant writer on the UK anime scene so far has got their start in professional publishing in the pages of *Anime UK*. And our artists, Steve Kyte and Wil Overton are pretty hot, too. However, if you want a slightly less anime-specialised publication (apart from *Super Play*, of course) there's Dark Horse International's excellent monthly *Manga Mania* which prints four action-packed manga strips every month, plus general coverage of the manga and anime scene.

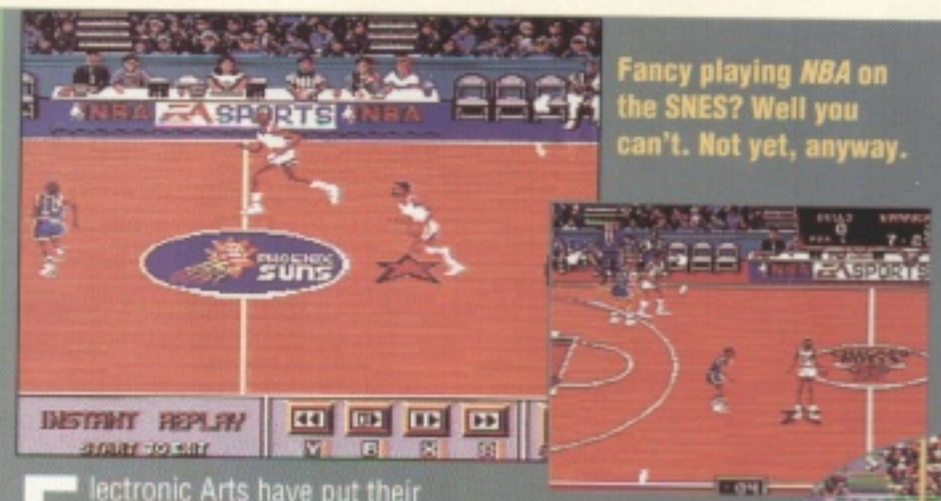
The convention scene in the UK is also pretty healthy. Our fifth anime con, ConTanimeTed, will be held in Birmingham in October, and Anime Day 4 plans are under way for another meet in Sheffield in 1994. What's more *Anime UK* is sponsoring the first London anime convention in February 1994. It's our first event so it'll just be a one-day affair. Not only will this make it cheaper, but we plan to pack in as much as we can.

The show will be open to all fans over the age of 12, and if you're interested, a stamped, sae marked Convention Details, sent to *Anime UK* will get you the latest information.

So there we are –

Silent Möbius. Hold this page close to your ear. Closer. Closer. Can you hear anything? No? That's because it's *Silent Möbius*, you fool!

GAMES ON HOLD



Fancy playing *NBA* on the SNES? Well you can't. Not yet, anyway.

Electronic Arts have put their Nintendo development on hold, believing that the strength of the yen over the past year has made producing Nintendo games unprofitable.

EA have four games which are ready to be mass-produced for the shops, but at the moment they're playing a waiting game. 'We're not planning any manufacturing orders until either the yen/sterling ratio improves or Nintendo's manufacturing charges are reduced.' The problem as EA see it is that Nintendo's percentage of the profits from the Super Nintendo games is too high. This squeezes EA, as they obviously need to make a profit from each game sold. Add to this the yen's buoyancy over the last few months, and EA have taken their shock decision.

Nintendo have offered no comment on the EA games freeze. Yvonne Odell, head of Nintendo's PR, said 'Nintendo will issue a statement on this subject once we've looked into the matter thoroughly.'

THOSE THREATENED EA GAMES IN FULL!

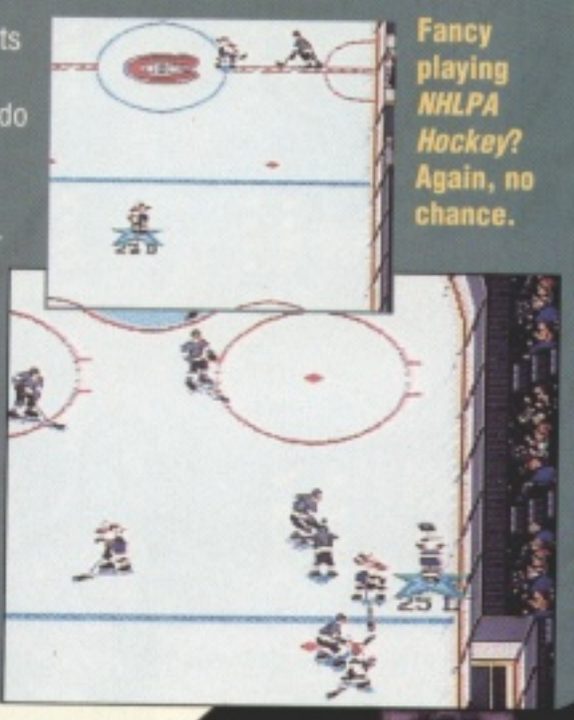
Assuming Electronic Arts do eventually end up putting their Super Nintendo range on the street, we can expect new, improved versions of their three sports games in January. This might sound a bit weird – what was wrong with the old versions? – but it's the way EA go about things. They've already released three versions of *Madden* on the Mega Drive, with another on the way.

And first up is indeed a new version of *Madden* – *Madden NFL '94*. There are loads of improvements over *Madden '93*, including a lower perspective, bigger sprites, an action replay with 360° rotation and a 16-game NFL season. And, brilliantly, it'll be Super Multitap compatible, letting five people play at once. Hurrah!

Next, *NHLPA Hockey* transmutes into *NHL Hockey '94*, bringing with it a manual goalie option, penalty shots, updated teams and one or two new moves. And – yes! – this one'll be Multitap compatible as well!

That just leaves *Bulls vs Blazers*, whose basketball theme reappears in *NBA Showdown*. The new game'll have all 27 NBA teams in it (plus a custom team option), battery back-up, real-life players with their own signature moves... the works, basically.

Oh, and Electronic Arts have promised to make a real effort with the animation this time, so there's no reason why these should be any less slick than the Mega Drive versions.



Fancy playing *NHLPA Hockey*? Again, no chance.

LOST MISSIONS

(Vic Tokai)

Despite the quintessentially Manichean conceptualisation of the Universe in so many Super Nintendo games (cf. the Light and Dark Worlds of *Zelda*), Zoroastrianism doesn't seem to get much coverage these days. (*Whaaaat? – Ed.*) It is thus quite refreshing to see an RPG which actually gets to grips with theological diversity and pantheist doctrine. Sort of. *Lost Missions* is an everyday story of divine folk. There's even some alternative history thrown in for good measure.

You start with no memory of your identity, and the game follows your exploits as you discover the true role you must play in shaping the course of mankind. Look out for a review in our December issue.

PATRIOT PAD

(Fire)

What's special about the latest addition to Fire's range of joypads is its dedication to *Street Fighter II*. Featuring a switch to select your character (including *Turbo*'s bosses), and extra buttons, the Patriot Pad lets you execute the character's special moves at any time – without actually going through all those 'DOWN, DOWN-LEFT, LEFT and PUNCH' shenanigans. In use, some of the range weapons are a bit slow, and you have to follow through attacks that need charging up. However, the pad excels at difficult fast actions like Honda's Head-Butt and Dhalsim's Teleport. Nothing can replace the satisfaction of performing the moves for yourself, though, and the pad does require some skill to use: you're unlikely to win just by hammering away at the special moves. And purists may sneer at the thought of a Dragon Punch on one button. The Fire Patriot Pad retails at £24.99. For info call Pulse Distribution on (0924) 430405.

Just think – you could ask people back to your pad!

TIME SLIP

(Vic Tokai)

If you were to travel back through time to the Dark Ages, what contemporary item would you most like to take with you? Penicillin? Vulcanised rubber? Ptish! Vic Tokai have opted for a state-of-the-art assault rifle and plenty of ammunition. Your mission in this anachronistic shoot-'em-up takes you through several different time zones, starting with a forest of mediaeval peasants and jumping back down the line to a just-fashionable prehistoric dino-blaster. As well as the usual platform business the game features a grav-bike flying level. The protagonist climbs, leaps, dives and shoots in a *Probotector*-ish style – no bad thing at all, and *Time Slip* is sizing up as a challenging offering. We'll let you know for sure next issue.

The Grinning Dragon. Sounds like a pub. Whereas in reality it's a mythical creature capable of murdering all but the most heavily-armed foe.

IT'S EATING EVERYTHING IN ITS PATH

The Second Future Entertainment Show (Thursday, 11 November to Sunday, 14 November) has reached mammoth proportions. There's an entire arcade being built in the main hall of Olympia where you can see and play the games which'll be released in time for Christmas. Oh, and don't worry about taking a pocketful of 10ps, because The World's Biggest Games Arena, as it's officially known, is completely free.

Future Publishing are calling the Arena a games player's heaven. And rightly so. Visitors to the show will be seeing and playing games long before their official release date, and it's possible that the views of those who play the games will noted by the software companies.

The show will also boast an inter-magazine challenge – competitors from the major console and computer mags will do battle on *Pinball Dreams* on various formats. The winner (which naturally will be one of the *Super Play* team) will get £200 worth of food at a top eaterie of their choice.

Miss The Future Entertainment Show, and you miss the boat.

If, after watching the multi-talented mag folk play *Pinball Dreams*, you want to have a go yourself, then you can enter 21st Century's 'open-to-all' challenge. It all takes place at the show, on each day, and you can play whichever version you like. The winner of the competition will get two tickets to the Consumer Electronics Show in Chicago next year.

Mines, rocket launchers, flame-throwers... But no toaster!

TOTAL CARNAGE

(THQ)

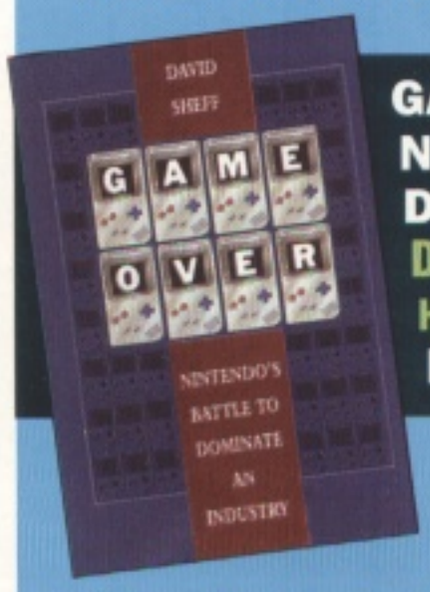
The location: an obscure Middle-Eastern province. The scenario: General Akhboob's holding hostages as part of his master-plan for world domination. American hostages, goddammit! The solution: send in a small elite unit (erm, 1 or 2 players, actually) of Special Forces operatives to rescue the hostages. And blow up everything that moves, naturally. This is a follow-up to *Smash TV*, in the sense that it borrows many of that game's elements (the control of fire, the extensive choice of weaponry, the 'Oh no, there are more of them!' syndrome). And you must make your way through connected zones taking on tanks, guided missiles, machine-gun nests and hordes of enemy troops to reach the 'Mother of all Battles'. Ah, subtlety.

Total Carnage is released in November, and we'll have a review very soon.

It's that age-old story: man meets gun, falls in love, gun goes off (taking out everything in a three-mile radius). Aaaah.

BOOKS

Domination? Steve Carey descends from on high with a few thoughts on the subject...



GAME OVER: NINTENDO'S BATTLE TO DOMINATE AN INDUSTRY
David Sheff
Hodder & Stoughton, pp445, £19.99
ISBN 0-340-59557-4

In Japan on 20 November 1990, in conditions of extraordinary security, Nintendo launched Operation Midnight Shipping. The event was the arrival of the Super Family Computer: the first delivery of 300,000 units was just one fifth of the orders. So much in demand was the new machine that a *yakuza* ring was said to be planning to hijack the trucks.

Game Over is the history of one of the world's most profitable companies, not known for its openness and welcome of scrutiny. Sheff is said to have spent over two years researching the book, and you can believe it.

He tells the Nintendo story right from its origins in Meiji 22 (1889), as a manufacturer of handmade playing cards, up to its present position as Japan's second most profitable company.

You probably never realised the size of the company you were helping to make profitable. In 1991, for example, Nintendo employed 850 staff in Japan and made about $1.5m for every single one of them: Sony earned $400m less, with 50,000 on its books. The company turned over more than all the American movie studios put together – and profited more than any of them.

What is even more extra-ordinary than the statistics is that Nintendo is virtually the story of one man, Hiroshi Yamauchi. True, Nintendo's success outside America owes much to his son-in-law Minoru Arakawa, but without Yamauchi, Nintendo would still be in the cards business.

He's a fiercely ambitious man. And it's hard to see what drives him: he has more money than he could spend in 10 lifetimes, and the theory suggested here that he wants to exert influence in Japan is odd, since he rarely goes out and plays no part in politics.

If you just want to play Nintendo games, don't bother with this book. But if you're at all interested in how your games got to be made and who's making the money, you must.

WIN! WIN! WIN! WIN! WIN!

WIN A YEAR'S SUPPLY OF CARTS

It's always nice to welcome new faces to the SNES world. And what better way to introduce a new mail order company than with a neat competition? Yes Gamesmagic, purveyors of fine SNES carts to the Royal Family (probably), are one of the largest importers in the UK. And to launch their mail order side, they're offering the winner of this little competition the chance to win one cart (of their choice) a month for a year. That's over £600 worth of games! And as Gamesmagic get all the best import carts first, that means you'll be getting some smart software. Er, and if you don't win and you still want some games, remember their number – (0244) 370396.

Answer these slightly bizarre questions correctly to win.

1. **Which one went to prison; Grant or Phil?**
2. **What was Elvis Presley's middle name? (correct spelling please).**
3. **Who's the tallest *Street Fighter II* character?**

Write the answers down on the back of a postcard, add your name and address and send it to: Gamesmagic Competition, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL.

It must arrive by 31 October 1993. Good luck an' all that.

ONLY IN JAPAN

***Super Play*'s guide to the odder side of life in Japan. This month, the scandal surrounding a small girl and her pet dinosaur...**

Dinosaurus Rex

The biggest film in Japan this year is *Rex*, the story of a really cute little girl and the even cuter little baby dinosaur she befriends and helps to grow up. It's absolutely huge. The publicity has been building up for months, with advertisements appearing all over the place and even the Japanese games magazines carrying features on it. You can't look anywhere without seeing a picture of the smiling girl cuddling her little dinosaur.

Or, at least, you *couldn't*. Shock horror! Haruki Kadokawa, the president of the publishing empire that produced the film, has been arrested for allegedly smuggling cocaine, and the film has consequently been withdrawn from 200 cinemas across Japan.

And Kadokawa's son, Toro, has been sued by one of the company's male employees for sexual harassment. Kadokawa has been deposed from the presidency, apologies have been printed in Japan's newspapers, and the government is considering withdrawing the company's books from schools.

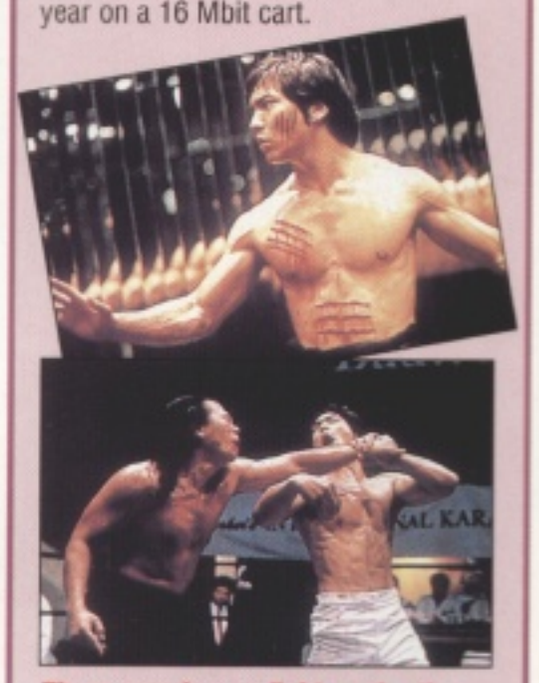
Above: *Rex* merchandising was big business. But probably isn't now. Below: Rex. Very cute, eh? But also fallen sadly out of favour in Japan.

DRAGON

(Virgin)

Sitting in the cinema recently, you might have spotted a trailer for a film called *Dragon*. It comes out this Autumn, and it's the life story of top martial arts star and lip-synch eschewer Bruce Lee. This matters not a jot to *Super Play*, who are much more interested in the fact that new-to-the-SNES publishers Virgin have picked up the licence and are implementing it in the form of – yes! – a beat-'em-up. It'll be a slightly unusual one, though, in that three (3!) people will be able to fight each other at once.

Virgin have assembled a team of awesome reputation to put the thing together: *Super SWIV* coder Ronald Pieket-Weeserik will be programming it, *Pugsley's Scavenger Hunt* man John Palmer is doing the sprites, and *Hook* realiser Kevin Oxland is drawing the scenery. The game'll be available early next year on a 16 Mbit cart.



Three people can fight each other at once! Think of the treacherous, underhanded high-jinks awaiting!

IT'S... THE SUPER QUIZ!

Consistently the most popular bit of the mag (according to Mr Peters of Todmorden), the quiz is here again. And boy have we got some questions for you this time. For a change, a couple of them aren't totally related to the SNES. It's nice to have other topics (or so Mr Peters says). So let's see the questions, shall we?

EASY

1) How many volts are the fences in *Jurassic Park*?
2) Which fighting game features a famous and rock-hard monk?
3) Who is Arnold Schwarzenegger married to?

NORMAL

1) What arcade game is featured briefly in the film *Teenage Mutant Ninja Heroes*?
2) What's the name of the Japanese plane in *Super Air Diver*?
3) What sort of an animal is Ren?

HARD

1) Which piece of music found in *Rock 'n' Roll Racing* also appears in the film *Terminator 2*?
2) Name all four Sunset Riders.
3) How many votes did Alfred Chicken get in the Christchurch by-election?

END OF LEVEL QUESTION

What make and model are the computers which appear in the film *Jurassic Park*?

Remember, as always the *Super Play* Super Quiz is just for fun, so don't send in your answers, just turn to page 108 to see if you've got them right.

LETHAL ENFORCERS

(Konami)

The *Lethal Enforcers* picture we printed in the last issue was, quite frankly, crap. So here are some better ones.

Quick! Shoot that geezer in the glasses! Then shoot the car! Then the other bloke! Shoot everyone in the whole world!

THE CHAOS ENGINE

(MicroProse)

We fooled you all by previewing this in issue 11 under the name *Soldiers Of Fortune*. A publisher, release date and price have now been arranged – MicroProse, February and £44.99 respectively – and the name has reverted to *The Chaos Engine*, which is what it was originally called on the Amiga. The frenetic two-player overhead-view shoot-'em-up action remains intact, you'll be glad to hear. Watch out for the review next month. (Probably.)

Here are yet more pictures of *The Chaos Engine*. Fab, aren't they? Very futuristic and sci-fi, yet with a subtle undercurrent of the Victorian values that made this country great.

Left: Sue thinks it's all very Jules Verne. And as she's the only one who's read him, we won't argue.

WIN! WIN! WIN! WIN! WIN! WIN!

WIN A TRIP TO JAPAN

By now you should have examined the postcard attached to the cover of this month's issue. Pretty good, eh? And it's all true. By simply filling in and sending us the card, you entitle yourself to a chance to go to Japan, soak up the culture and expand your horizons as guests of Nintendo. You'll be escorted by James Leach (*Hey. That's me – Ed.*) and a Nintendo official, and the whole trip will be completely free!

While in Japan you'll probably:

- Go on a Bullet Train
- Visit Nintendo Japan
- Buy some top games not available in the UK
- Eat some unusual food
- Have a marvellous time

The trip will be in the earlier part of 1994 (not, as it says on the card, between Christmas and the New Year), and the draw for the winning ticket will take place at the Second Future Entertainment Show, on Saturday, 13 November (the third day of the show, fact-fans). If you're there, and you win, the celebrations will start and you'll receive more details about the trip straight away. If you're not around, well, you'll get a telephone call from us (as long as you're not ex-directory). But it would be lovely if you could get along to the FES for the Grand Draw.

What are you waiting for? Enter the competition of a lifetime right away!

PLEASE NOTE!

The card states that the holiday will be between 26 December and 1 January. Because there's a great deal more going on in Japan later in the year, the visit has been rescheduled and these details are now incorrect. The trip will actually take place further into 1994. The exact times will be known when the draw is made at the Show on Saturday, 13 November.

WE KNOW OUR ABC!

It's official! *Super Play* is Britain's biggest-selling Super Nintendo magazine. There's a company called the Audit Bureau of Circulations, and they spend all day compiling accurate figures about how many copies a magazine sells. And our first circulation figure is 50,504. This easily makes *Super Play* the best-selling SNES mag ever in this country, and makes us feel great. Oh, and thanks to you for knowing which mag to buy.

Britain's best-selling SNES mag. Hurrah!

SKYBLAZER

(Sony Imagesoft)

This is being touted as one of the best magic-'em-ups ever written on any machine. And indeed, our brief glimpse at it would indicate that it's not too shabby.

You play a chap called Sky, mankind's only hope as evil sweeps the land. This manifests itself lots of demons, goblins, dragons and other mythical things, which you must dispatch with cunning regularity (whatever that may mean).

sideways-on punching and spell-casting action.

Skyblazer is most certainly Sony's biggie, and we'll be reviewing it next issue.

It's true to say that the game is massive, and incorporates a great many styles. Indeed, there's a section in which you must fly, *Pilot Wings*-like, over a series of Mode 7-ish islands, collecting power-ups. Then you're brought down to Earth and more

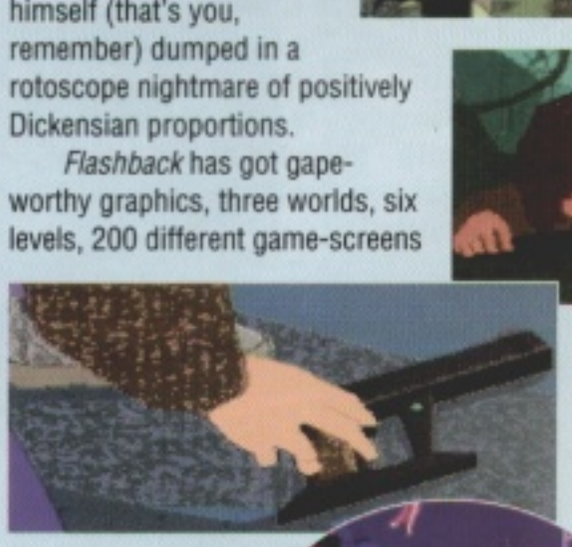
In *Neighbours*, Kerry's baby was called Sky. Well so's this fellow. But don't knock him for it. He could do you up a treat. Without even breaking a sweat.

FLASHBACK

(Sony Imagesoft)

Does the name Conrad Hart ring a bell at all? Well, according to this game, it's you. And owing to some quite bizarre circumstances, he finds himself (that's you, remember) dumped in a rotoscope nightmare of positively Dickensian proportions.

Flashback has got gape-worthy graphics, three worlds, six levels, 200 different game-screens



Wow! If these graphics are anything to go by, *Flashback*'s gonna be mighty impressive. Find out next month.

and, according to the makers, 50-100 hours of gameplay. Add to this the 15 characters who you can interact with, and 20 objects you can pick up, use or throw at any character who strikes you as rather unpleasant, and you're looking at something pretty impressive and very possibly fun.

Flashback also boasts digitised sound effects, and high-quality in-house-written music. Great. We'll review this towering mammoth of a game next issue.

SUPER PLAY Interview

HYPER NINTENDO

By James Leach

Everybody's talking about the new project from Nintendo. But despite the fuss, no-one really knows much about it. It's said to be 64-bit, to go into American arcades in 1994 and to be available on home format in 1995. And, amazingly, it will retail for under $250 (about £180). Just how much of this is true? And what will the new Nintendo be *like*?

Steve Webb knows that, in a few years, a machine designed by his company will be in every home in the known universe.

SILICON GRAPHICS HAS RELEASED DETAILS OF THE NEW NINTENDO, WHICH IT WILL BE DESIGNING. SUPER PLAY TALKS TO STEVE WEBB, UK MARKETING MANAGER

Q How did the idea for a new Nintendo machine come about? Did Nintendo approach Silicon Graphics first?

A Pretty much, yes. Over the past two years SG has been involved in a number of high-profile projects. Everybody in the industry knows about our involvement with projects like *Terminator 2* and *Jurassic Park*, which helps. We've also been working with Time Warner doing their cable TV nodes and decoders in the US.

Q Will the new Nintendo machine be a 'real' virtual reality machine?

A Well, VR is simply a technique for interacting with data. It's being done all over the place today, so imagine what VR will be like when this machine comes out. So the simple answer is yes. It will be able to do astonishing VR things and much, much more.

Q Good. Er, what's it going to be called?

A That's really for Nintendo's marketing folk to decide. We call it Project Reality, but there doesn't seem to be a particularly good reason why.

Q Will 'Project Reality' use CDs or cartridges or both?

A When you think of the size of the games that'll be available on the machine (dozens, possibly hundreds of megs), CD would be a reasonable choice, with its capacity to store up to 600 megabytes of info. Whatever happens, memory won't be a problem with Project Reality. Programmers will really be able to go to town with the machine.

Q Who will be writing software for your 'baby'?

A Nothing's sorted yet, but many software houses use our machines to help develop their games on. Psygnosis, for example, and US Gold use them to storyboard their games, so they're familiar with the hardware. It'd be logical for them to be at the forefront of developing games for Project Reality. But, as the machine gets closer to being finished, I'm sure loads of people will take an interest.

> 'The new Nintendo will be a totally new concept in gaming.'

This is a sample of Silicon Graphics' work. A geezer punching something, apparently. Looks nice, eh?

Q So is it a true 64-bit machine, or is it a souped up SNES with extra bits inside?

A Every computer we make is true 64-bit. It'll use technology developed over the years, which is tried, tested and amazing. We're using a RISC R4000 CMOS chip, which is standard on our computers, so it should work beautifully.

This MIPS chip is the brain in the new Nintendo. There will be loads of specialised processors dealing with graphics, sound and so on, so the custom hardware will help to make things even faster and neater. The only thing this machine has in common with the SNES is that they both connect up to TVs!

Q How can this wonder machine be sold at $250 (£180)?

A That's Nintendo's side of things, but it'll probably be something to do with economies of scale; if Nintendo make enough of these things, they'll be able to buy large numbers of parts far cheaper. Also, Nintendo's hardware has always been cheap. Most of their revenue comes from software sales.

Q How much will software cost?

A There's no way of knowing at the moment. Programs for our existing machines can cost thousands, but Nintendo won't be charging this much for games on the new machine. I hope.

Q Will *Mario* and *Street Fighter II* appear on it?

A Nintendo are certain to use some of their old favourites for the new machine. More kids in America recognise Mario than Mickey Mouse. But they'll look like nothing you've ever seen.

Q Point-and-click systems like CD-I and CDTV were crap. How will this machine be different?

A Well the user interface will be nothing like them. The Nintendo will be an astonishing games machine, and not marketed as some interactive edutainment learning experience thing, so it won't go down the same road as those CD machines. It *is* possible that voice recognition will be available for use with our machine. Who knows?

Q Is it better than 3DO?

A The new Nintendo will be a totally new concept in gaming. It's a 64-bit machine which is over 20 times more powerful than the SNES. It'll cause a revolution.

CHART THROB

THE WORLD'S FAVOURITE GAMES

If you want to know what games players around the world are into this month, look no further than the *Super Play* Top 10...

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

ELSPA PENGUIN CHARTS

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **STRIKER** Elite
At last the Super Nintendo has a football game that everyone can enjoy. 89%

2 ▼ **STARWING** Nintendo
Still in the charts and still a brilliant and addictive shoot-'em-up. 93%

3 ▼ **ALIEN³** LJN
Ripley running about in her vest blasting all those beastly aliens. Great. 84%

4 ▲ **SUPER MARIO KART** Nintendo
Another game that just won't lie down. This'll be in the charts forever at this rate. 93%

5 ▲ **BATMAN RETURNS** Konami
Batman's back and he's determined to put the world to rights. 87%

6 ▼ **BUSTER BUSTS LOOSE** Konami
Down from last month's position, but Buster and his cartoon pals are still popular. 89%

7 ★ **TAZ-MANIA** THQ International
The first time in the charts for Taz, though we weren't too impressed with his antics. 54%

8 ▼ **SUPER STAR WARS** JVC
Another game that's been in the charts for several months, this is a great film conversion. 89%

9 ★ **DESERT STRIKE** Electronic Arts
Back again this month is this brilliant helicopter-based game. Look out for *Jungle Strike* soon. 90%

10 ★ **ZELDA 3: A LINK TO THE PAST** Nintendo
A beautifully designed RPG. Who would have thought an RPG could be this much fun? 93%

Striker: Better than every other SNES football game.

Buster Busts Loose: A gorgeous looking game.

Taz-mania: Brilliant animation, but not much gameplay.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **MORTAL KOMBAT** Acclaim (US)
2 **STREET FIGHTER II TURBO** Capcom (US)
3 **SUPER MARIO ALL STARS** Nintendo (US)
4 **GOOF TROOP** Capcom (US)
5 **SHADOWRUN** Data East (US)
6 **WORLD SOCCER** Elite (JAP)
7 **SUPER BOMBERMAN** Hudson Soft (JAP)
8 **WWF ROYAL RUMBLE** Acclaim (US)
9 **SUPER SLAP SHOT** Altron (US)
10 **POCKY & ROCKY** Natsume (US)

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **HOLY SWORD LEGEND 2** Square Soft
2 **PRIME GOAL** Namco
3 **CRAYON SHIN CHAN** Bandai
4 **SUPER MARIO COLLECTION** Nintendo
5 **SUPER HORSE RACING** I'Max
6 **SUPER POWER LEAGUE** Hudson Soft
7 **STREET FIGHTER II TURBO** Capcom
8 **KUNIO KEN'S DODGEBALL** Technos
9 **SWORD WORLD SFC** T&E Soft
10 **SUPER NOBUNAGA** Koei

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

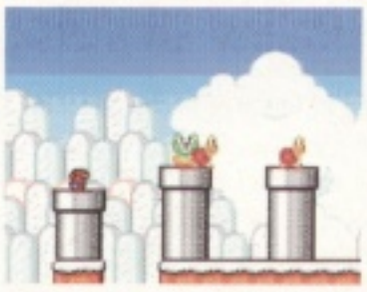
1 **MORTAL KOMBAT** Acclaim
2 **STREET FIGHTER II TURBO** Capcom
3 **FINAL FIGHT 2** Capcom
4 **SUPER MARIO KART** Nintendo
5 **GOOF TROOP** Capcom
6 **WWF ROYAL RUMBLE** Acclaim
7 **DUNGEON MASTER** JVC
8 **SUPER MARIO ALL-STARS** Nintendo
9 **STARFOX** Nintendo
10 **BATMAN RETURNS** Konami

Mortal Kombat: A top quality coin-op conversion.

Street Fighter II Turbo: Rolls Royce of beat-'em-ups.

Mortal Kombat (81% in *SP*11) flies to the top of the chart this month, ousting *Street Fighter II Turbo* from the top slot. The Super Nintendo version has none of the blood and gore of the arcade original, but otherwise keeps very close to it. *SFII Turbo* is still the leader of the pack, however. *Super Mario All-Stars* is another essential purchase for the discerning games player, with four brilliant games on one cart, you just can't go wrong. *Goof Troop* and *Super Slap Shot* are also popular – we have reviews of them both this issue. And the amusing *WWF Royal Rumble* makes an appearance, too.

Prime Goal: A J-League based footy game.



Super Mario Collection: Four fab games in one.

Racing to the top of the Japanese charts this month is *Holy Sword Legend 2* – check out our preview this issue on page 14 for more info on this new RPG. Also in this ish, but as a review this time, is *Prime Goal* which we talk about in our football special feature starting on page 28. Exactly what *Crayon Shin Chan* is all about we're not entirely sure. In fact, we're not entirely sure that we've got the name of the game right, either. And we can't wait to have a look at *Super Horse Racing*, if it ever gets as far as the UK. Maybe it'll appear over here just in time for the Grand National.

WWF Royal Rumble: A bit shallow, but great fun.

Goof Troop: Talking dogs and daring deeds.

The Americans are in a bit of a fighting mood this month with *Mortal Kombat*, *Street Fighter II Turbo*, *Final Fight 2* and *WWF Royal Rumble* all featuring in their top 10 favourite games of the moment. *SFII Turbo* is the cream of the crop, obviously, but all the others give you a good run for your money, too. *Super Mario Kart* is back in the running again – a strong contender for the most appearances of a game in the charts. And Goofy takes his son, Max (where he came from we're not entirely sure), on a fishing trip in *Goof Troop* – we have a review of this one for you on page 46.

KICK IT!

SUPER PLAY'S SOCCER SPECIAL

With World Cup '94 on the horizon, and the J-League still the centre of attention in Japan, football games are pouring forth from all over the globe. *Super Play* devotes a verdant expanse of paper to reviews of a couple of early arrivals, and previews of the rest.

From the top? Or the side? Or do you prefer to view the action from more of a 3D slant? Should the ball stick to your foot? Or should it roll around freely? Big, detailed sprites? Or small ones that let more of the pitch fit onto the screen?

Football games are a contentious issue, and no mistake. And most people know what they like, and get cross if anyone dares to stray from their ideal. But, soon, with all these new games on the way, there should be something for everyone. We've got lots of previews, and then reviews of the first two games to arrive. But first...

SO WHAT'S AROUND AT THE MOMENT?

Striker – that's probably your best bet at the moment, football-wise. We gave it 89% in issue 10, deservedly so. It's the absolute tops, with slightly dull graphics hiding a spot-on football feel, intuitive controls and a fab high-speed indoor mode. It's a bit easy in one-player mode, though, and there's no battery back-up to save teams once you've created them.

Other than that, it's back to *Super Soccer*, which got 83% in issue 1, though we'd probably mark it down a bit in the wake of *Striker*. The 3D graphics work well, and it's a challenging and enjoyable game. But it doesn't feel much like football, the rules are odd, and it's a bit slow. The sequel (*Super Formation Soccer 2* in Japan, though it isn't out here yet) is similar, only with a four-player option. We shouldn't forget Jaleco's *Super Goal*, a left/right scroller in the style favoured by the Japanese. That one got 69% in issue 9. Or *Kick Off* (52% in issue 3). Or *Player Manager* (59% in issue 12), which is an improved version of *Kick Off* with a management subtext.

SENSIBLE SOCCER

Sony ● 4 Mbit ● November

This is the big one, anticipation-wise at least. The original Amiga version came out ages ago, and we brought news of the Super Nintendo conversion in issue 1. And now it's almost here!

It might look a bit iffy in the pictures, with its tiny, blocky little sprites and spartan pitch. But trust us: *Sensible Soccer* on the Amiga is quite simply the best football game ever. Better than *Striker*, even. But does the Super NES version carry on the tradition? You'll have to wait till we review it next month to find out, unfortunately. But we've had a quick go, and everything seems hunky dory.

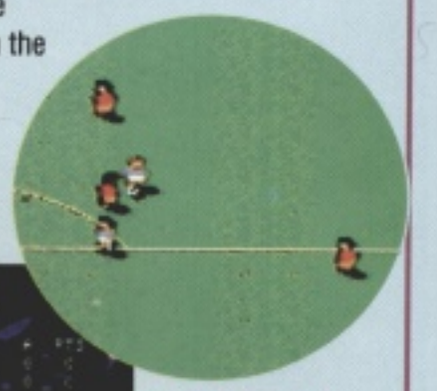
Let this be a warning to you: don't wash football players in water hotter than 40°C.

Look, er, we know what it looks like. But it's great – you've got to believe us. Just remember how *Striker* appeared on paper.

What's so special about it, then? Well, partly it's because the players *are* so titchy. Having them so small means that you can actually see a good-sized chunk of the pitch at any time, allowing you to plan complicated passing strategies and things, rather than just knocking the ball in the general direction of the goal and hoping there's someone there to receive it.

More importantly than that, though, is the way the gameplay's been fine-tuned until it's absolutely right. For example, passing is much more computer-controlled than usual – you choose who you're going to pass to, but the computer makes sure the ball gets there okay – which gives the game a really tactical feel. And you'll need it if you're going to outwit the goalies, who won't be fooled by a simple power shot straight at the goal.

The list of features in the game is huge, and includes: skill levels that affect the extent to which the ball sticks to your feet; a huge array of customisable teams, with battery back-up to save them all onto and a whole load of wacky features that've been designed by developers Sensible Software – the ability to change your team's tactics in mid-game by getting the manager to step in from the sidelines; is just one example. Like we said, we'll have a full review of *Sensible Soccer* in the next issue.



These league tables have the 'amusing' custom teams in, but there are proper teams as well. Honest.

EMPIRE SOCCER

Empire ● 8 Mbit ● Late November

What makes this game different? Two things, we reckon. Firstly, it seems to be played by giants. The team members are, if the scale of the pitch is right, about 15 feet high. And, secondly, the camera is so far above the pitch that you can actually see the sides of the stadium's overhanging roof (complete with bizarre, Escher-like shadows thrown onto the grass).

Oh yes. There's another completely original thing about it – before you play, you can select one special move from a menu containing about eight. This may take the form of things like a powerful banana shot, a super-fast tackle, extra dribble, incredible straight-line speed, or possibly power-barge.

When you're playing, the indicator showing which player is under your control starts flashing when you can execute the special move. This happens every couple of minutes or so (to prevent you from over-using them).

Pitch invasions are unlikely with players this huge stomping about on it.

Apart from this option, there are all the things you'd want included in the game. Fouls, legal tackles, passes (accurate if you hit the right button, wild if you panic) and whacking great hoofing shots which whistle past the keeper's skull in a dangerous manner.

All the major world teams are included, and there are even little animations when something noteworthy happens. Like a goal or something.

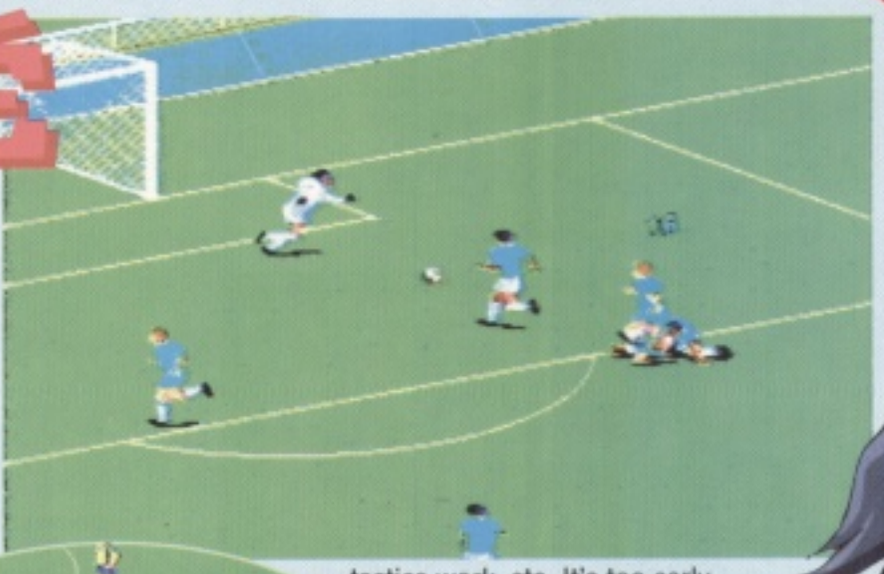
The groundsman's done a beautiful job with the lawn. Probably for fear of getting on the wrong side of the players.

PELÉ

Accolade ● Cart size
TBA ● Early next year

First, a confession. These are actually Mega Drive screenshots. The Super Nintendo version of *Pelé* is still in its early stages, but we suspect it'll be a bit more colourful and more detailed.

It's displayed in 3D and at a funny angle, as you can see. You can play it in league or tournament mode. And, of course, it's got Pelé in. He allegedly helped to design the game too. Not the graphics, but how all the tactics work, etc. It's too early to even hint at any sort of judgement, except to say that the ball skidded about a bit weirdly on the version we played.



'Oh no! What a time for my artificial leg to come loose.' *Pelé*'s graphics are some way off being finished, obviously. And these are Mega Drive pics.

Also on the way...

WORLD SOCCER
(Electrobrain)

This one's been coded by Sculptured Software, who've done SNES stuff like *Mortal Kombat*, *Super Star Wars* and *Bart's Nightmare*. We were hoping to squeeze a review into this issue, but it arrived too late. It's even more 'virtual' than *Virtual Soccer* (over the page), with the pitch spinning around in 3D all over the place, although the animation looks a bit jerky.

You ought to be seeing a review of this one in the next issue, hopefully. It's *World Soccer*, by the way.

HIGH SCHOOL SOCCER
(Sun Soft)

Rather than national or world teams, you take a high school team to success in the All Japan Championship. Other than that, and cute graphics, it's pretty ordinary. And it's out soon.

EA SOCCER
(Electronic Arts)

Undisputed masters of sports games generally have got to be EA, the people behind *Madden*, *NHLPA Hockey* and stuff like that. So when they turn their hands to a soccer game you sit up and take notice. As always seems to be the way with their stuff, the Mega Drive version arrives first, and it looks great, with a 3D angled perspective and incredibly smooth, detailed animation. We know there's a SNES version in development, but when (or, indeed, if – see Super Express) it'll come out hasn't been decided.

SUPER J-LEAGUE SOCCER
(Jaleco)

Another J-League game that looks a bit like *Super Soccer*. Hopefully, though, it will be better than Jaleco's *Super Goal*. It's out now.

WORLD CUP STRIKER
(Elite)

Although Elite aren't trumpeting the fact too loudly for fear that you all might stop buying *Striker* in quite the numbers you have been, they've got a sequel coming out mid next year to coincide with the World Cup. It'll have all the World Cup teams in it, better graphics, stronger computer teams, battery back-up and – best of all – it'll be Multitap compatible.

But... shh!

VIRTUAL SOCCER

SOCCER KICK IT! SPECIAL

Japanese publisher Hudson Soft wanted to do a European-style football game. So they got some Europeans to write them one. They're not stupid.

So what's special about this one, then? Well, firstly, although it comes from Japanese publisher Hudson Soft, *Virtual Soccer*'s actually been written here in the UK. Hudson Soft reckoned their countrymen simply didn't have what it takes to write the perfect football game – 'the game's just not in our blood', as they explained – so they approached Probe Software to ensure the job was done properly. And secondly, it's, erm, 'virtual' (for reasons explained elsewhere).

UK Release

Game: Virtual Soccer
Publisher: Hudson Soft
Developer: Probe Software
Price: £TBA
Release: Late November
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

There's more to *Virtual Soccer* than 20 men running about in a field and two others standing there getting cold. There are 'specials', for example – headers, overhead kicks, side kicks and traps – which you can perform if you hit the ball at the right time and angle. You get a choice of referees, of varying strictness, and they actually run about on the pitch getting in the way. Injuries are dealt with by trainers and stretcher bearers who run onto the pitch. That sort of thing.

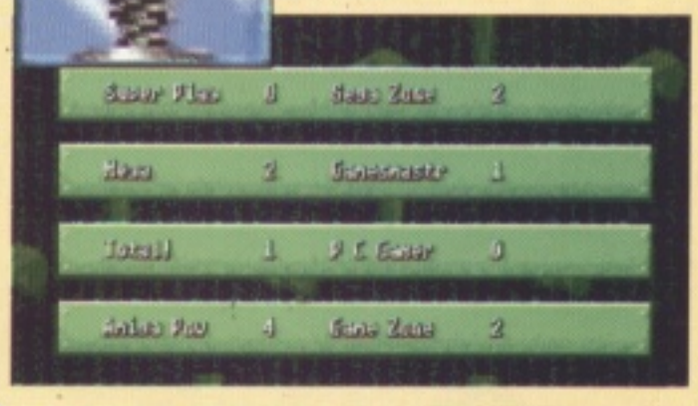
WAYS TO PLAY

Whether it's a tournament, a league or just a one-off match you're after, *Virtual Soccer* should keep you happy – it's got the lot!

PRE-SEASON MATCH
This is where you can have a quicky. A one-off game.

For charity or something. Or to kill time before the season begins in earnest.

CUSTOM TROPHY
The same as the Nations Shield (to the right), except using the custom teams you've created.



CUSTOM TEAMS
This one lets you play a match between two of the eight customised ones stored by you on the battery backed-up memory.

You can change names, player stats, kits, positions, everything.

NATIONS SHIELD
Pick a team, and then play seven others of similar ability in a league.

The winner is the one who's scored the most points at the end of the season.

PRACTICE
Practice your footy skills without an opposing team on the pitch. Or try a few penalties and things.

CONTINENTAL CUP
Or World Cup by any other name. Pick a team...

...and then take on the rest of the world in a knockout tournament.

SO, ER, WHY 'VIRTUAL'

- Is it because you have to wear a large plastic helmet to play it, and all the players have triangular heads?
- No.
- Is it because it's *almost* soccer, but not *quite*?
- Nope.
- It's not just because it's in 3D (sort of), is it?
- Could be. Kick the ball high into the air and the view pans out, with the pitch and players shrinking into the distance. Take a throw-in or corner and the pitch spins around to give you a clearer view of the action.

- Or you can, if you wish, swap the standard up/down *Striker*-style perspective for a side-on left/right one (in the style of most Japanese football games).
- Or a flat, *Kick Off*-inspired bird's-eye one.

Pretty flat and *Kick Off*-inspired, huh?

- And, if you know the secret code (hee hee), you can adjust the view to just about any perspective you like.

ANATOMY OF A FOOTBALLER

THE JAPANESE VERSION

In tandem with *Virtual Soccer*, Hudson Soft are going to be publishing a version of the game called *J-League Super Soccer* in Japan, especially tailored for the Japanese market. It'll have all the World Cup teams replaced by J-League ones, and it'll all be in Japanese (obviously). Oh and it'll be Multitap compatible, a feature which Probe unfortunately didn't have time to include in the UK version.

Before the match, or while you're making substitutions, or at half-time, you can change your team's formation and things, and check up on a few stats.

Oh no! Our man's missed a penalty, and is taking it hard. There, there.

Having left the USA's defence in tatters, and with only the goalie to beat, the Canadian striker slips up and sends the ball whizzing to oblivion.

GOOD, BAD OR UGLY?

There's nothing in the world that's harder to mark than a football game. Apart from Teflon™, maybe. But that hardly falls within the domain of *Super Play*. They can look brilliant to start with, but turn out not to be after a few hours' play (like *Super Soccer*). Or they can look nothing special at first glance, but later prove to be absolutely brilliant (like *Striker*). Which category would *Virtual Soccer* fall into, I wondered? Or would it break the mould altogether? As it transpired, it took even longer than usual to find out. And I'm still not *absolutely* sure.

You can't fault the look of the game, that's for sure. The animation's a little jerky, maybe, and the players run a bit oddly. But the colours are bright (in stark contrast to *Striker*), the scrolling's smooth, there's lots of detail, and it's great having various views of the action to choose from. Perhaps the screen can go bit over the top in its zooming in and out whenever the ball rises into the air, but it comes in handy on corners and things. And the sound effects are the best yet for a SNES footy game, with context-sensitive crowd noise and tunes striking up from time to time. The options and things are all really good as well, and it's a plus having battery back-up to save results and custom teams. All that's missing are the action replays and indoor mode which added so much to *Striker*.

'Yes, yes, yes', you're saying, 'BUT IS IT ANY GOOD? JUST TELL US!' Right, here goes. First I'll stress that *Virtual Soccer* IS very good, and 96% of the time I was happy with the slick, effortless and football-like way it responded to the controls. But the other 4% was spent worrying about annoying little flaws that kept cropping up. Why are players so keen to stick to their formations, for example, even if it means having your goalmouth swarming with opposing players, while your defenders stand around on their spots outside the penalty area? Why, if you misjudge a tackle, and don't manage to get the ball, does your player launch into a pointless sliding tackle and fall over? And why doesn't control at least then switch to a player who's still standing up? Why, every time you manage to get the ball, if you try to hang onto it for more than a fraction of a second, does a computer player immediately run up to you and take it off you? Come on – it ought to be possible to fend off tackles from time to time, and have a bit of a think about what you're going to do next. *Virtual Soccer* treads a fine line between being challenging and being frustrating, at least in one-player mode. (Two-player *Virtual Soccer* is just right, and absolutely brilliant fun.)

Sorry if all that sounds a bit negative. *Virtual Soccer*'s a top quality football game, from the 'engine' at its heart to the polish on top. In fact, if you're after a game that'll last you ages in one-player mode, it's even better than *Striker* (which is too easy). But if you like things more relaxed, with the emphasis on simple knockabout fun (like I do), *Striker*'s still the one to go for. I don't like having to grit my teeth and concentrate as hard as I had to with *Virtual Soccer*.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
85%	80%	82%
GAMELIFE	OVERALL SCORE:	
90%		87%

VERDICT: A little awkward and frustrating at times (and there really should be an action replay), but this is otherwise an excellent football game that's well worth persevering with.

PRIME GOAL

While we Europeans are perfecting the top-view footy game, the Japanese are still turning out these side-view jobs.

Japanese Release

Game: Prime Goal
Publisher: Namco
Developer: In-house
Price: £59
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Thanks to Console Concepts, (0782) 712759, for lending us the cart.

Rather than the world cup, in which Japan doesn't feature too heavily, *Prime Goal* centres on the J-League, Japan's newly formed, and incredibly popular, professional soccer league. (You can read all about the J-League in issue 11's Super Express.)

Oddly, the action is often interrupted by these screens. Do a tackle, for example, and an animated screen pops up, decides who gets the ball, and then vanishes again.

It's a side-view game, as is no doubt obvious, and the ball sticks to your foot once you've grabbed it.

Kick Off fans will hate that idea. Others could argue that real footballers never have to think about dribbling.

It just 'happens'. And not having to concentrate on it leaves you free to think about planning wide-scale tactics. Oh, er, here are the results from after the match.

Each of the 10 J-League teams in the game has its own mascot. Here's one of them.

GOOD, BAD OR UGLY?

Prime Goal's too slow. The players 'run' around as if they're playing in a tank of treacle. And they hesitate a lot, as if they're not quite sure what they're meant to be doing. In fact, weirdly, they don't seem like professional footballers at all – more like beginners taking their first tentative steps into the sport. Which is what the J-League is all about, I suppose.

Apart from that (not entirely fatal) flaw, I rather liked *Prime Goal* – whatever anyone else might say about it. Normally with side-view football games, you tend to end up just charging towards the goal the whole time, the winner being the one whose goalkeeper randomly makes the most saves. *Prime Goal* avoids this, though – you'll find yourself doing lots of passing, and having to employ strategies to outwit the goalies. And there are loads of different ways of hitting the ball – headers, overhead kicks, sliding kicks, chest blocks and all that kind of stuff.

There's plenty of J-League razzmatazz, too. (This is an officially licenced game.) All the teams are in there, along with mascots, and the whole game's got a very Japanese feel (while being completely footbally too), although the bizarre screen that pops up when you tackle someone doesn't help. It looks great, too, with loads of smooth animation. But the sound's odd – crap tunes like in a baseball game, with this strange siren sounding all the time.

If only it was faster.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
80%	64%	69%
GAMELIFE	OVERALL SCORE:	75%
75%		

VERDICT: Lots of J-League flavour, and it plays a great game of footy. But the inexplicable lack of speed will spoil it for most people.

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JURASSIC PARK

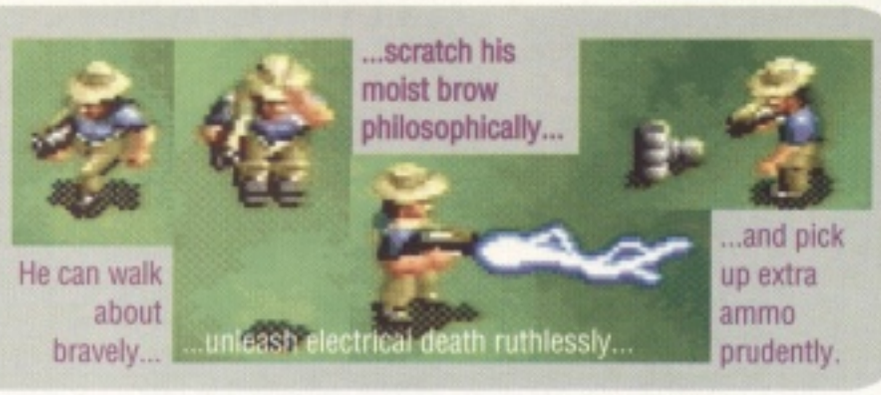
Welcome to *Super Play*'s review of *Jurassic Park*. Is the game as good as the film? Are the dinosaurs as realistic and scary? This is where you can find out...

The start of the game sees Alan Grant, played by Sam Neil, played by you, setting forth into the world's top tourist attraction. Dennis Nedry, the fat bloke, has shut down the computers and cut out all the power, so you've got to run around setting everything to rights – and killing dinosaurs.

It's a bird's-eye job mostly, but insides of buildings are in 3D, as you'll see later.

Keeping your back to the wall is okay, but raptors have a habit of jumping down from behind and landing on your head.
Oh no! Alan's natty beige slacks come off worst as a raptor tucks into his lower abdomen. Yum, Yum!
This sort of dinosaur is 'very territorial', apparently, which probably explains why it keeps trying to kill Alan.
Compy's are more of a nuisance, really.
A warning not to ente the compound. As it

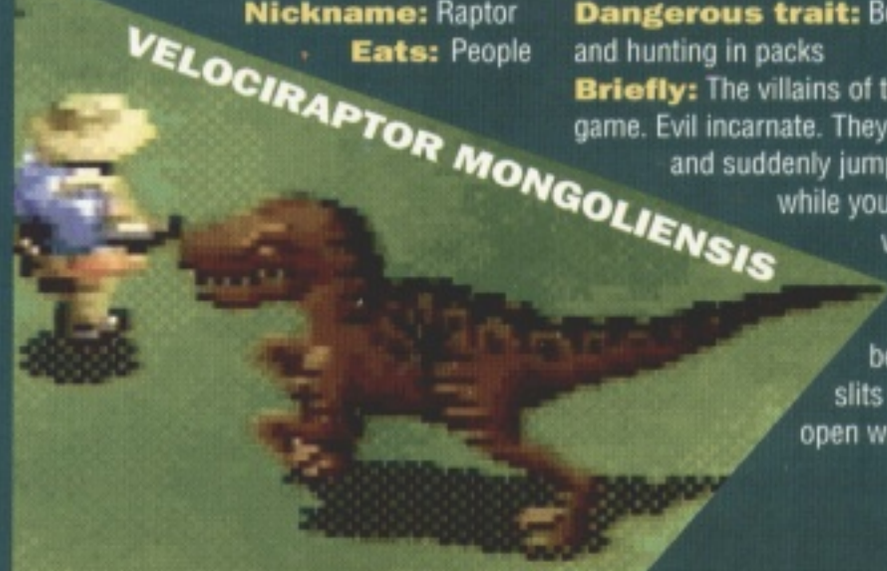
Your little Alan Grant sprite's just like the real thing...


He can walk about bravely...
...scratch his moist brow philosophically...
...unleash electrical death ruthlessly...
...and pick up extra ammo prudently.

TYRANNOSAURUS REX

Nickname: T-rex
Eats: Anything that moves
Dangerous trait: Eating anything that moves
Briefly: The dinosaur everyone's heard of (apart from the Brontosaurus, but that doesn't exist), and the star of the film – especially in that really good bit at the end – and the game. Doesn't do much in the game, but if you meet him you're dino-food.

VELOCIRAPTOR MONGOLIENSIS



Nickname: Raptor
Eats: People
Dangerous trait: Being really clever, and hunting in packs
Briefly: The villains of the film and the game. Evil incarnate. They hide in bushes and suddenly jump out at you. And while you're wondering what to do, another one creeps up behind you and slits your tummy open with its claws.

UK Release

Game: Jurassic Park
Publisher: Ocean
Developer: In-house
Price: £54.99
Release: 1 October
Players: 1
Cart ROM: 16 Mbit

INDOOR FIREWORKS

Step through a door into one of *Jurassic Park*'s buildings and – ping! – the view changes to a *Dungeon Master*-style 3D perspective. You'll need security passes to enter some rooms, and night vision goggles for others, and around every corner there's quite possibly a dinosaur.

Unlike *Dungeon Master*, though, as you move around the view scrolls smoothly (if chunkily) backwards, forwards, and round and round. (In fact, these bits look uncannily similar to the upcoming Super Nintendo version of *Wolfenstein*.)

Don't wake sleeping raptors. (*It's dead – Ed.*)

There's even lift music in the lifts. (But the view that greets you when the doors open can be rather scary.)

Nice view of the raptor compound. Shame they've all escaped.

This is the raptor compound, one of the many buildings you'll find in *Jurassic Park*. And perhaps the dangerousest.

Remember – all the fences in *Jurassic Park* are charged at 10,000 volts.

ALL ABOUT WEAPONS

There are lots of weapons in *Jurassic Park* – big ones and small ones; fat ones and thin ones; ones that go 'PPPPKREEEEEOOOW!' and ones that go 'poop'.

This one's nothing more than a shotgun.

This one's a tranquilliser dart shooter.

This one's a rocket launcher.

And the rest, from top to bottom, are your standard stun gun, a hard-to-aim gas grenade launcher, and – best of all – a bolas.

TRICERATOPS

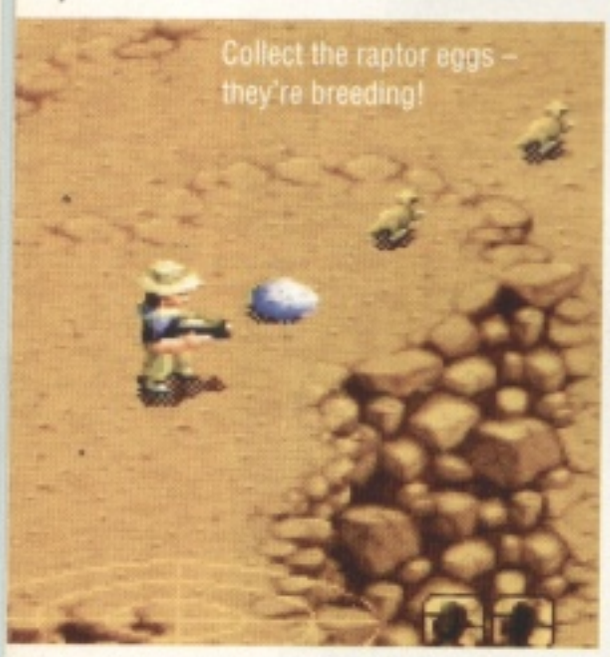
Nickname: T-tops
Eats: Leaves and things
Dangerous trait: Not looking where it's going properly
Briefly: Didn't do much in the film apart from lying there being ill. But T-tops is in fine form for the game, running up and down narrow jungle paths forcing you to dive for cover or get squashed.

DILOPHOSAURUS

Nickname: Er, dilophosaurus
Eats: Other dinosaurs. And people
Dangerous trait: Spitting poison in your eyes
Briefly: Looks quite cute when you first see it – affectionate, almost. It gets closer and closer to you and then, suddenly – floop! – brightly-coloured gills pop out of the sides of its head, and it spits deadly poison into your eyes so you fall unconscious. And then it eats you.

A real-life dinosaur attack. Yikes!

A game-style dinosaur attack. Eek!



Collect the raptor eggs – they're breeding!

'You are here.' Well, of course I am. Do you take me for an idiot?

Ahoy there!

If you've read the *Jurassic Park* book (like wot we have), you'll know that some dinosaurs manage to escape to the mainland on a ship. Well, here is that ship. All aboard!

It looks peaceful enough, bar one or two dinosaurs wandering the decks.

But inside – wah! – herds of raptors preparing to start their hols.

GOOD, BAD OR UGLY?

It was great, wasn't it? *Jurassic Park*, the film, that is. The only thing I couldn't work out was, you know how all the dinosaurs were supposed to be reconstructed from DNA extracted from amber-encrusted mosquitoes, who were meant to have 'fed on the dinosaurs'? Well, how was a titchy little mosquito supposed to have bitten a massive, heavily-armoured dinosaur, eh? They've only got little proboscises, after all, which would have snapped straight off if they'd tried to stick them through a tyrannosaurus rex. Eh? Eh? Get out of that one, Steven so-called Spielberg. (*P'raps they bit their lips, or between their toes or something – Ed.*) Oh. Yeah. Anyway, it was great, and I went to see it three times.

And *Jurassic Park – The Game* is just as good, in a gamey sort of way, of course. In fact, I wasn't expecting anything this good, having been sorely disappointed by most games-of-the-film up until now. And why is it so brilliant? There are a number of reasons:

• Brilliant Thing No 1: Good use of the licence. Rather than just going for a simple platform game with dinosaurs in (like on the Mega Drive, and like just about every film game ever), Ocean have actually sat down and thought: 'Hmm, what would be the best way of doing this, then?' And they've come up with a refreshing bird's-eye perspective and a pleasing blend of dinosaur-bashing and problem-solving that ties in with the film's plot (such as it had one) jolly well. The 3D building-exploring bits are really good, too, blending in seamlessly with the rest of the game. And, what's more, they use a technique that's never been seen before on the Super Nintendo – unheard of in a film game.

• Brilliant Thing No 2: The graphics. The from-the-top bits are cleanly drawn and colourful, and would be fine in themselves. But no! There are the smashing 3D bits as well. These look a bit blocky, but the walls scroll around amazingly 3D-ishly with all the furniture and dinosaurs doing the same. This is top-quality programming.

• Brilliant Thing No 3: It's fun to play. No, it is, really. It seems a bit dull at first, with lots of wandering around getting lost. (This one'll stretch your cartographical skills hard.) But once you've got your bearings, and started looking for security passes and switching on power generators, the game really gets good. There's plenty of weaponry, and dinosaurs explode pleasingly if you hit them hard enough. (If you don't, though, they just sort of fall over a bit craply.)

There are one or two slightly unfortunate aspects:

• Unfortunate Aspect No 1: The music. What happened? I know the film score was just two tunes played over and over again, but they were nice tunes, and it's a shame Ocean didn't stump up the extra dosh and use them. (Imagine *Super Star Wars* without the proper *Star Wars* music!) Still, the replacement tunes they've come up with are okay, I suppose, and they're context sensitive, changing depending on the dinosaur you're about to get eaten by. And the whole thing's Dolby Surround encoded, so if you've got an incredibly expensive hi-fi you'll be able to hear dinosaurs sneaking up on you from all sides.

• Unfortunate Aspect No 2: It might be a bit easy. There's always plenty of ammo lying around, and you get infinite continues. But think of the game as a *Zelda*-style RPG and this looks like less of a problem.

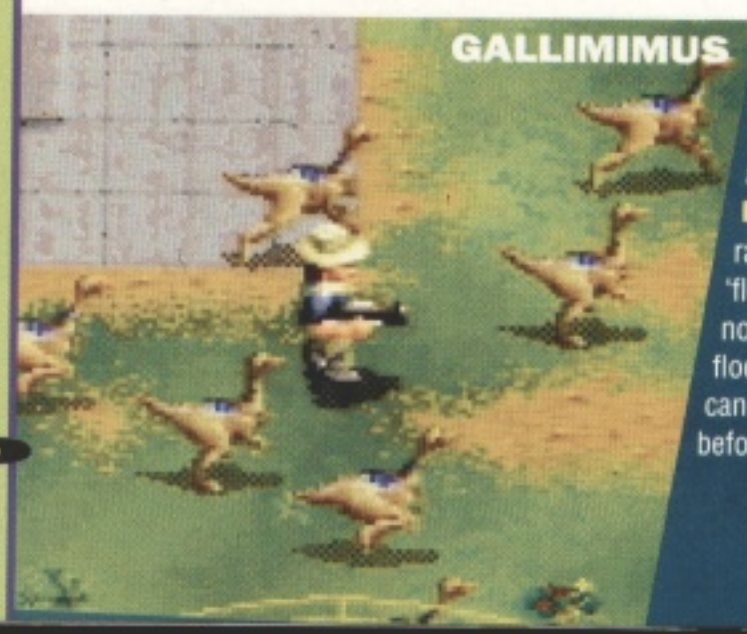
They are only slightly unfortunate, then. Mere stone-chips on the paintwork of what's otherwise – in my opinion – the best film game ever. You'll like this if you liked the film, if you like dinosaurs or if you like really good games. I'd recommend it unhesitatingly.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
90%	85%	92%
GAMELIFE	OVERALL SCORE:	
88%		89%

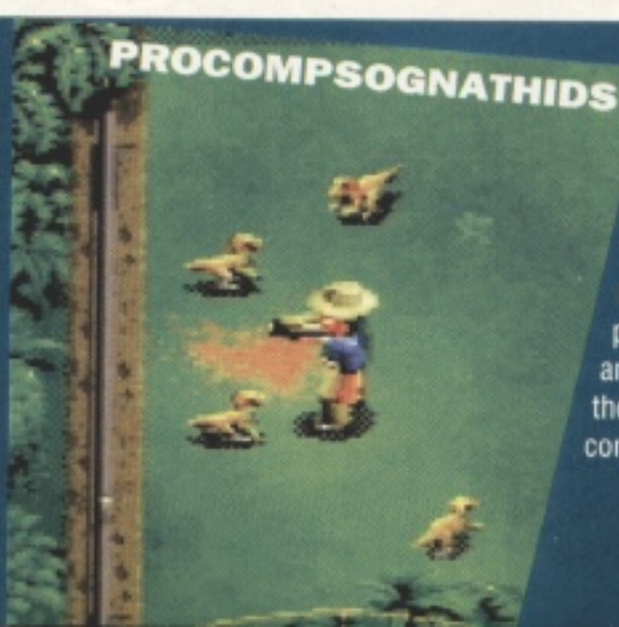
VERDICT: The months of frenzied programming have paid off. *Jurassic Park* is just as ace as the film, which is high praise indeed.

GALLIMIMUS



Nickname: Gallimimus
Eats: Grass
Dangerous trait: Running around en masse
Briefly: Look and behave rather like birds, running about in 'flocks'. This is fine, except they're not too bothered about where they flock, or what they flock over, and can do an awful lot of damage before they finally flock off.

PROCOMPSOGNATHIDS



Nickname: Compy
Eats: Small or weakened animals. And dinosaur park proprietors (in the book)
Dangerous trait: Secreting a poison that makes you all sleepy
Briefly: These weren't in the film, probably because they're a bit small and fiddly, but they play a major role in the book, as they do in the game, constantly getting under your feet.

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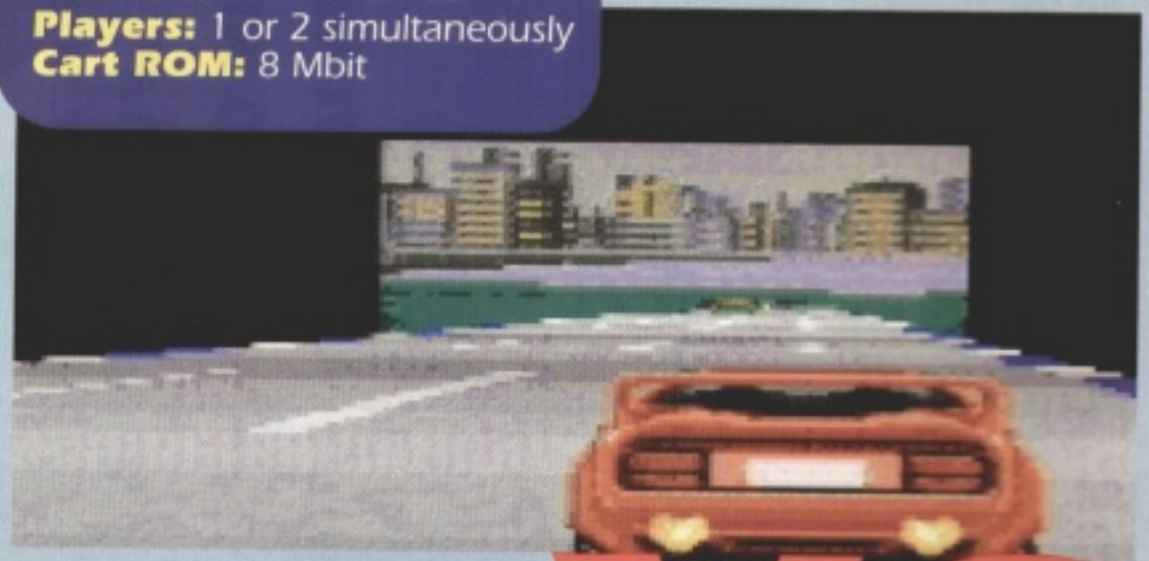
TOP GEAR 2

UK Release

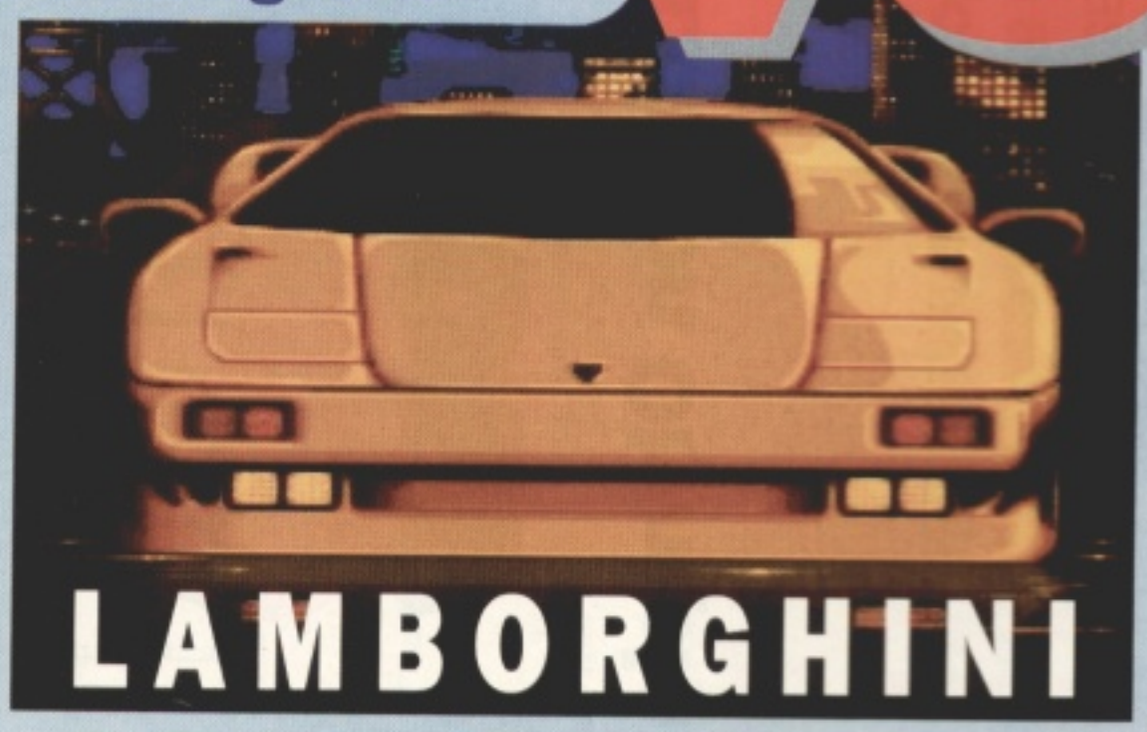
Game: Top Gear 2
Publisher: Kemco
Developer: Gremlin Graphics
Price: £TBA
Release: End November
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

A full-screen one-player mode, slicker graphics and proper crashes are the main features that distinguish *Top Gear 2* from the original (which got 76% in issue 3). Apart from that, a more extensive range of 64 courses, and power-ups, it's business as usual.



A pair of two-player driving games? There's only one thing for it...

VS



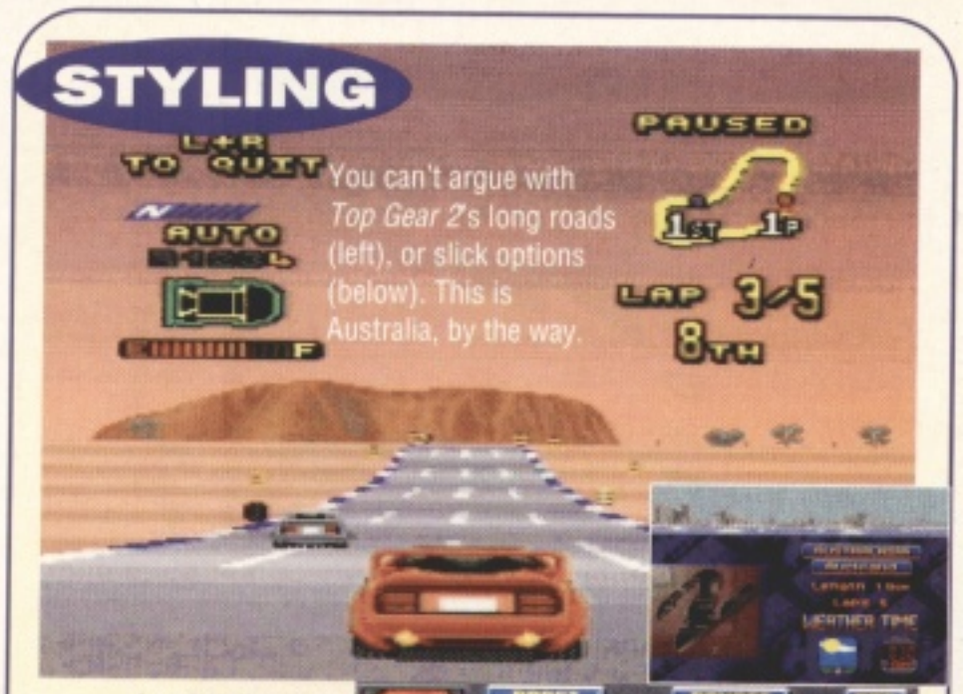
LAMBORGHINI AMERICAN CHALLENGE

Although it might not ring any immediate bells, *Lamborghini*'s got a bit of history behind it, too. It's based on an excellent Amiga game called *Crazy Cars 3*, and this updated, licence-augmented version is appearing on the Amiga as well. But, while adding a two-player mode to the original Amiga game, *Lamborghini* just doesn't seem to live up to its heritage. Let's try and find out why, eh?

UK Release

Game: Lamborghini American Challenge
Publisher: Titus
Developer: Titus
Price: £44.95
Release: End November
Players: 1 or 2 simultaneously
Cart ROM: 4 Mbit

STYLING



You can't argue with *Top Gear 2*'s long roads (left), or slick options (below). This is Australia, by the way.

Lamborghini just doesn't look as nice, somehow, although it's hardly terrible.

Top Gear 2's got quality written all over it. Well, it hasn't, otherwise you wouldn't be able to see the road properly. But it's a very nicely presented game. There isn't much in the way of intro screens and stuff, but the options look okay and work well enough. Start the game and you'll see just about the best scrolling road ever. It's not perfectly smooth, but it weaves and undulates brilliantly, and stretches for miles into the distance. The other cars scale smoothly, the backdrops are nice, the weather works well, and the tunnels are pretty good. All that's really missing is roadside scenery – there is some, but it's rather half-hearted stuff.

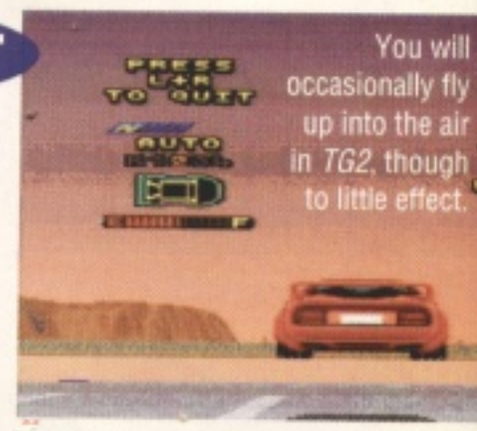
Lamborghini looks almost identical to *Top Gear 2* at first glance, although the front end is a bit flashier. In fact, the road scrolls even more smoothly. But you pay the price in terms of hills (not as hilly), length (the road cuts off a few feet in front of your car), scenery (even crapper) and the other cars (which get bigger much jerkilyer, and move around at funny angles). It's much cruder-looking, basically.

Both games have horrible music and sound effects.

EQUIPMENT

Lamborghini is a people-based game. The first thing you do is choose which character you're going to be from the three available – each has a different coloured Lambo. And then, before each race, you can increase your winnings (assuming you win) by betting against the others on who's going to come first. It's a weird idea, but it sort of works.

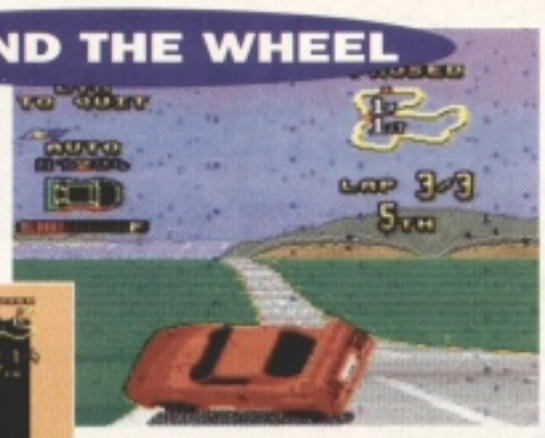
The actual races take place in America (obviously), on long stretches of road rather than circuits. You can enter the races in any order you like, although you'll only be able to afford the easier ones till you've built up some cash. Lose all your money and you're out of the game. You race against the 18 other drivers in the game, along with any local motorists who happen to get sucked in. You're given a password at the end of each race, and other features include loads of upgrades, from ABS to infra-red goggles, a split-screen two-player option and a Super Scope mode, which lets you unleash white blob death while your friend or the computer steers the



You will occasionally fly up into the air in *TG2*, though to little effect.

A scramble for the lead in *Lamborghini*'s two-player head-to-head.

BEHIND THE WHEEL



TG2's tail can break away at the limit, but the tunnels are nice.

Nitro's engaged, *Lamborghini* moves jolly fast. Some parts of it are quite dark.

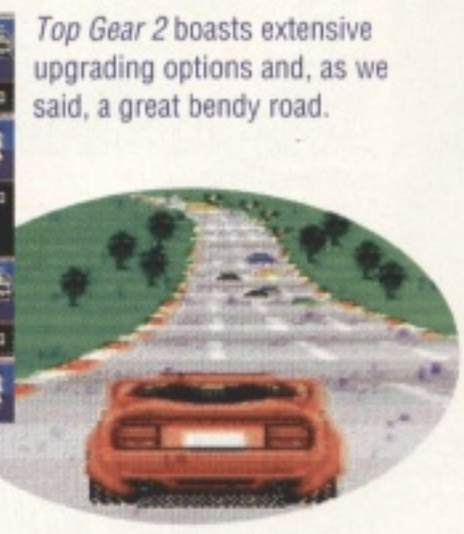
Neither games have perfect controls. *Top Gear 2*'s steering feels a little tight, especially at low speed. In fact, at the start of the race you haven't got a hope of steering between the other cars till you've picked up speed, which spoils things a bit. And during races it often doesn't steer enough to allow you to overtake as easily as you'd like. *Lamborghini* feels a lot freer and more fluid, and there's no trouble overtaking as long as you time it right. But maybe it's a bit *too* loose – things get a bit wobbly when pushed to the limit. They're both pretty playable, though.

LIVING WITH THE GAMES

Top Gear 2 was the game that demanded attention, demanded to be played. The difficulty is set about right – harder than the first game, but with adjustable skill levels to cater for all players – and the huge number of courses means it should take a while to complete.

Lamborghini, on the other hand, seems to have a rather curious difficulty curve. The first few tracks are dismally easy, but then, suddenly, after you've won about five races, the game gets incredibly hard, especially if you've used up all your nitros. It is possible to carry on, but it's a struggle, and somehow just doesn't seem worth it, especially when you could be playing *Top Gear 2* instead.

The top weather effects and crap 'wisecracks' add depth to *Top Gear 2* (left). *Lamborghini* (below) lets you choose your next race, and has some bizarrely narrow and treacherous roads.



Top Gear 2 boasts extensive upgrading options and, as we said, a great bendy road.

car. Oh, and you're given one nitro at the start of the game. Use it wisely, as replacements cost $50,000. And watch out for police cars.

Top Gear 2 is organised in much the same way as the original *Top Gear*. Taking it in a fixed order, you race around four circuits in each of 16 countries around the world, getting a password after you've completed each country. Finish in fifth place or better to qualify for the next race, although the better you do the more money you get to spend on upgrading your car (engine, tyres, armour, etc). You get a full load of nitros at the start of each race, and you might find more lying around on the track.

Lamborghini's Super Scope mode (left) and gambling feature.

GOOD, BAD OR UGLY?

The original *Top Gear* looked a bit old fashioned even when it first came out, and it'd be lucky to get over 70% if we reviewed it again now. The sequel is slightly more sophisticated, and has more features, but still looks a little behind the times.

It's damned good fun to play, though. The excellent road gives a great sensation of speed, and the two-player mode is especially good fun, with a player who's lagging behind by miles suddenly shooting into the lead because he's been saving up all his nitros, and stuff like that.

But perceptive players will soon spot that all you're really doing is keeping your thumb on the accelerator while weaving from side to side for hour after hour, which will induce boredom before too long.

That's the case with any driving game like this, though. And, if this is what you're after, *TG2*'s all right.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
82%	70%	80%
GAMELIFE	OVERALL SCORE:	74%
70%		

GOOD, BAD OR UGLY?

I was hoping that this was going to be something really special, having enjoyed *Crazy Cars 3* on the Amiga almost as much as the same machine's *Jaguar XJ220*. But, while *Lamborghini*'s solidly screwed together and enjoyable enough to play, it lacks that something special.

It's got some unique features, of course – the gambling, the police cars that chase you about, and the Super Scope mode – nice touches but none of them really added that much to the game as far as I was concerned. What a game like this really needs is super slick graphics and finely tuned gameplay, and *Lamborghini* doesn't score too highly. It's tougher than *TG2*, which is a good thing, but it could be a bit too tricky on later levels.

There's a nice sense of speed (212 mph, to be precise) and once you get into it you'll want to play on.

Not perfect, but not too shabby, either, this one.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
69%	59%	73%
GAMELIFE	OVERALL SCORE:	73%
65%		

VERDICT

Lamborghini's a neat little game and, having bought it, you'd probably get plenty of fun out of it. But the trickiness and rather dull-looking road slightly damage its overall appeal.

And *Top Gear 2* does practically the same job, but better. It looks slicker, plays better and stays fun for longer. *Top Gear 2* is *just* our winner here. If it's an old-style driving game you're after, you won't find better.

Having said that, though, both of these games seem to have come from a bygone era (or somewhere). Stuff like this was all the rage on home computers years ago, but in this age of Mode 7 and Super FX, neither *Lamborghini* or *Top Gear 2* take a very big leap forward.

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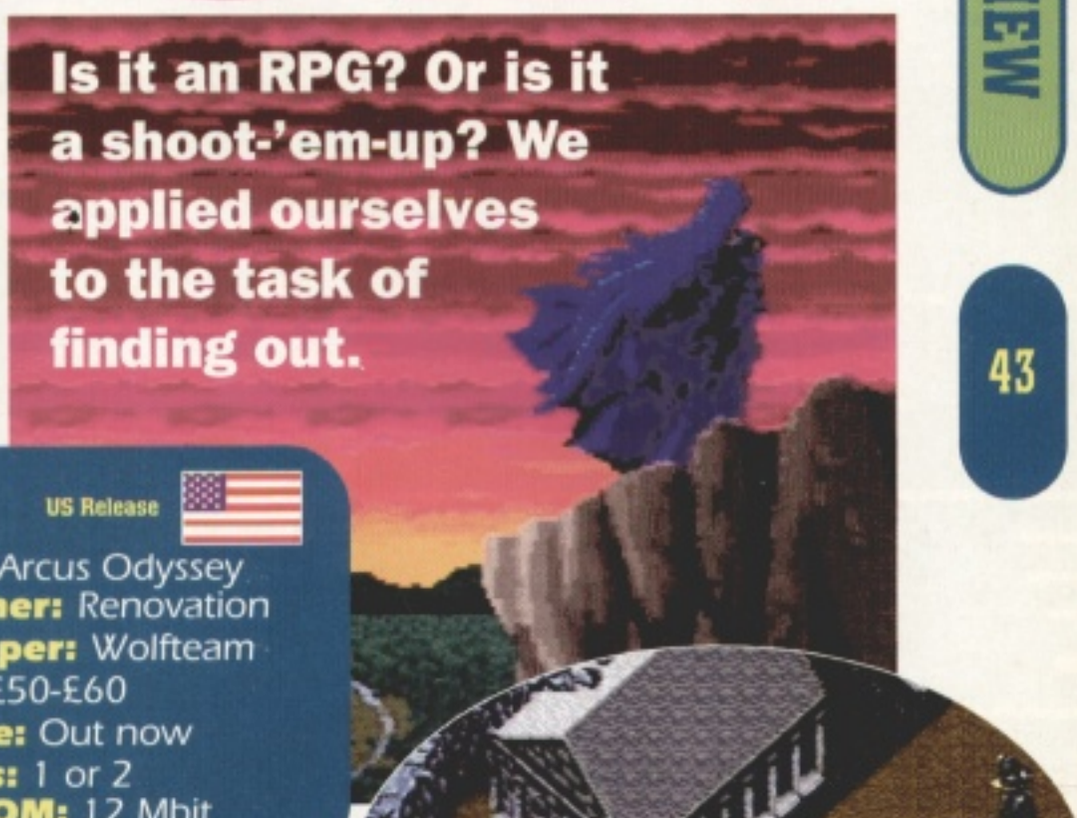
ARCUS ODYSSEY

Is it an RPG? Or is it a shoot-'em-up? We applied ourselves to the task of finding out.



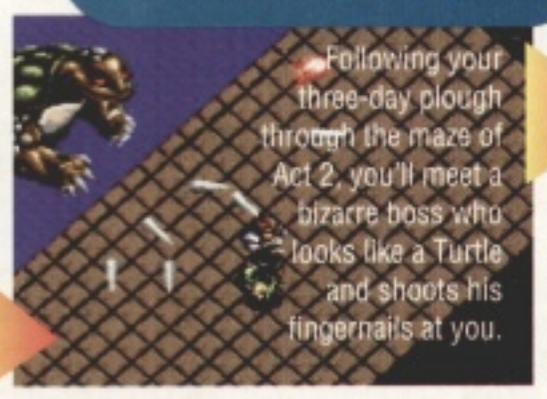
After much exploring in Act 2, you'll come across this prison. Though the inhabitants are doubtless locked up for a good reason, you take it upon yourself to journey to the opposite end of the Act and find a key to release them with. And don't try not doing it, or they won't tell you where the exit key is.

US Release

Game: Arcus Odyssey
Publisher: Renovation
Developer: Wolfteam
Price: £50-£60
Release: Out now
Players: 1 or 2
Cart ROM: 12 Mbit

Rescue the prisoners, though, and one of them joins you on your quest, trekking around behind you and unleashing a fearsome volley of firepower. But, sadly, never getting in front and stopping the odd bullet.

This is the Magic Of Elemental Summoning in action. In fact, it's a less-than-mystical smart bomb.

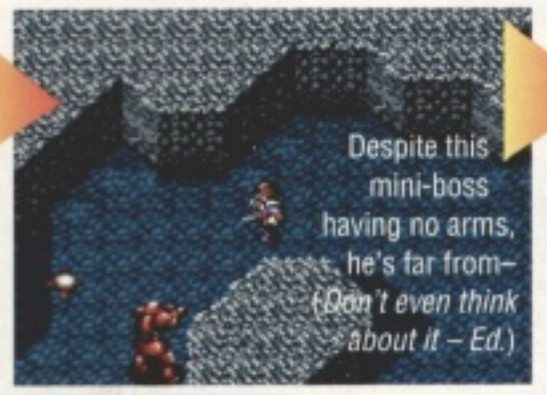


Following your three-day plough through the maze of Act 2, you'll meet a bizarre boss who looks like a Turtle and shoots his fingernails at you.

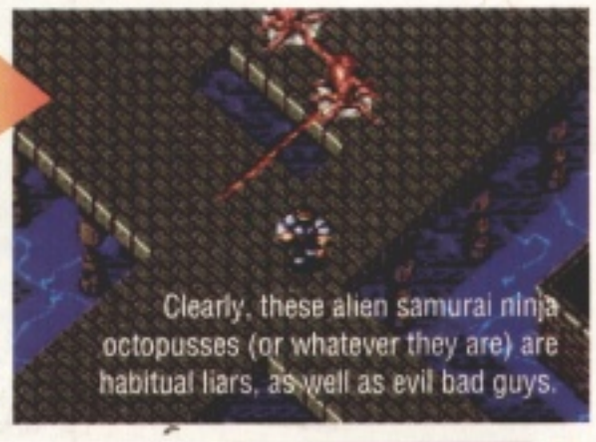
Now you know how the Acropolis got so tatty – generations of mystical warriors chucking fireballs around it in AD 322.

You'd better get used to this kind of sight – it's a maze. With hardly anything in it.

It's an underground cave. With a waterfall in it. Of course.

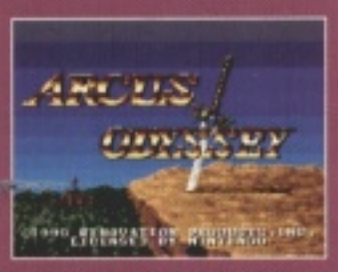


Despite this mini-boss having no arms, he's far from– *(Don't even think about it – Ed.)*



Clearly, these alien samurai ninja octopusses (or whatever they are) are habitual liars, as well as evil bad guys.

GOOD, BAD OR UGLY?



'*Arcus Odyssey*?' I said, eyeing Jonathan suspiciously as he handed me the cart to review. 'Sounds like a bit of an RPG to me, frankly.'

'Don't call me "Frankly",' Jonathan retorted, slapping his thigh and laughing uproariously. 'And it's not an RPG, it's an action shoot-'em-up. Honest.'

'Hmm. You don't see many isometrically-scrolling 3D action shoot-'em-ups these days. Especially not ones with character selection screens and chests full of magical potions and stuff that you have to hack open with swords,' I ventured doubtfully.

'No, no, no, look, the characters are just slightly different-but-equal players created to appeal to all the social groups – there's a girl, a barbarian-type chap, a weedy-but-intelligent bloke, and so on. It's just like *Gauntlet*,' Jonathan offered, by way of reassurance.

'Wellll... I'll give it a try,' I said, 'but I'm still not convinced.'

Some time passed.

'Okay, you're sort of right,' I conceded later. 'There certainly isn't very much of an RPG element on show here. Mostly, your character (and you've got a point, there isn't really very much to choose between the four of them) treks around aimlessly through maze-like levels, occasionally stumbling across a baddy and hacking it up with whatever weapon they've got handy. In fact, in that sense it *is* pretty much like *Gauntlet*, only a sort of ghost version of *Gauntlet*, set in some kind of gigantic deserted *Gauntlet: The Movie* film set, where, instead of the massive hordes of enemies, there's just a couple of lost and forlorn extras who haven't noticed that the film's been finished yet. Every now and again someone will ask you to take some item from one side of the maze to the other side of the maze and do something with it, but that's pretty much the only non-arcade element of the gameplay.'

'There, see. Told you so,' Jonathan chirped smugly.

'Not so fast, Mister Chirpy,' I replied. 'You said this was a shoot-'em-up, but there's hardly anything to shoot in it. And there's precious little in the way of action, either. So I'm going to kill you anyway.'

'Blimey,' said Jonathan.

● Stuart Campbell

GRAPHICS	SOUND	GAMEPLAY
80%	77%	48%
GAMELIFE	OVERALL SCORE:	
81%		57%

VERDICT: **Um, is that it? Is that all there is? Take this game away and bring it back when it's finished.**

There are a lot of people waiting for *John Madden NFL '94*. The quality of the product isn't in question, but even assuring big sales, will Electronic Arts be able to make any money if it goes on sale in the shops?

THIRD-PARTY

Games players all agree that carts cost too much. But third-party software publishers, like Electronic Arts, say that Nintendo prevent them from making money.

BY SIMON DENT

Nintendo is facing a crisis. This year the Super NES will achieve record sales of close to 1 million, and the software being released for the machine over the next six months will set new standards in gameplay.

That's a crisis?

Well, OK, Nintendo itself is doing fine, the problem is with it's third-party publishers. Relations with Nintendo are at an all time low with some ceasing production and development of all SNES product.

Oh, *that* crisis. The trouble is that third-party publishers allege that Nintendo has created a market in which they can't compete and are being more or less forced to abandon.

Nintendo controls the manufacturing of virtually all SNES carts. All but an elite few have to give their code to Nintendo and then buy back finished carts at around £23 per unit. That cost is rising in real terms for European publishers, due to the strength of the yen against the pound.

On top of that, out of a £59.99 price point, publishers have to pay for development, marketing, perhaps the rights to a big name licence *and* an average trade discount of 37 per cent. And remember, 17.5 per cent of the cash you hand over for your games goes straight to the Government in VAT, not to the publisher.

Just about every publisher in Europe agrees it's impossible to make any money at £59.99. And price rises are not on the agenda. For a start, an average price of £60 is pretty steep already. An across the board hike to £70 would set off the Consumers Association, the tabloids and possibly the Office of Fair Trading. And, it just wouldn't wash with the Great British gamer.

One of the reasons it would be unacceptable is that Nintendo itself has just introduced across the board price reductions on its line of software – the average price for a Nintendo branded cart will be £39.99 this Winter.

Third parties feel that this creates an environment in which they can't survive. It also makes them tempted to look for alternative publishing platforms. Not necessarily Sega, where similar problems are found, but what about Commodore's Amiga CD32, Atari's Jaguar and 3DO – the all-singing, all-dancing, open-to-anyone format that's threatening to become a global gaming standard over the next 10 years?

What with the maths, the currency rates and manufacturing intricacies this crisis might be difficult to get a handle on. After all, your SNES is the business, *Mario All Stars* is the best thing since sliced *Sonic*, and more SFX games in '94 is a mouth-watering prospect.

But the alienation of third parties is a serious long-term problem. A machine is only as good as the software you can play on it and without third parties there would have been no *Mortal Kombat*, no *Wing Commander*, no *Super Star Wars*, no *Tiny Toon Adventures*, no *Alien*^{3}. The list goes on – or rather it might not, it might be about to stop dead in its tracks.

It's a difficult subject to discuss with the third parties themselves, as none of them are particularly keen to criticise Nintendo publicly.

But, Electronic Arts' European managing director Mark Lewis says that EA was reviewing its policy on Nintendo 'very carefully indeed' in the light of the 'incongruity of the price that is acceptable to the consumer and the price at which we could make any profit'.

Sega owners have enjoyed superb EA games like *John Madden '93*, *PGA Tour Golf 2*, *NHLPA Hockey*, *Desert Strike*, *Jungle Strike* and *Road Rash* for years. Some of these titles are finding their way onto the SNES, but is that route being blocked by unreasonable restrictions from Nintendo itself? Will *John Madden '94*, *'95* and beyond only be available to Mega Drive gamers?

Lewis says: 'As things stand publishing for the

> 'Relations with Nintendo are at an all-time low and some (third-party publishers) are ceasing production and development of all Super NES product.'

SNES is simply not profitable. If Nintendo were to rethink the price of the goods that they supply us that situation would change.

'I would say that Nintendo must be able to provide us with cartridges at a lower price than they currently charge. How else would they be able to maintain their own line at £39.99 – a whole £20 cheaper than most third parties can manage?'

But Lewis is not hopeful that Nintendo will rethink its pricing policy. It looks like third parties will be left high and dry.

The suspicion is that the creation of this two-tier software market is a deliberate ploy by Nintendo. The thinking goes like this: Nintendo is involved in a bitter hardware battle with Sega in Europe and is introducing the sort of cuts that would make a Tory councillor wince in order to establish a price advantage.

Prices are now so low that the firm is either breaking even or perhaps making a loss on SNES sales. So, it must make money in the software market. Dropping its prices to £39.99 means it'll make less on each cart, but its share of the market could increase by around 50 per cent, more than making up for the drop.

> 'Selling loads of carts with zero profit margin is pointless.'

But Nintendo's gain is the third parties' loss and already three important publishers have dropped SNES titles from their future release schedules. And even those that haven't taken the decision to cut the SNES entirely are putting the format in the spotlight, just like Lewis at EA.

As yet the decisions of the rebel three aren't irreversible. All have said that if Nintendo offers more realistic pricing, they could rethink. They all believe the SNES is the best console available and that sales of hundreds of thousands are possible on leading titles. But selling loads of carts with zero profit margin is pointless.

Lewis offers: 'I know of many, many publishers that have gone to Nintendo and said "we just can't survive in these conditions", the key thing is how Nintendo respond. What they need to be doing is talking to people, if they want to retain any sort of third-party line-up. The relationship is in desperate need of dialogue.'

The OFT *is* monitoring Nintendo and investigating its software licensing program through which it controls the manufacturing and, therefore, the pricing of other, supposedly independent publishers. Should Nintendo's share of the software market rise to around 60 per cent as some people are predicting, the Office would certainly be even more interested.

But surely Nintendo shouldn't have to be forced to rethink its policies. Instead, Nintendo might just realise that it needs third parties; companies like Electronic Arts, Acclaim, Sony, Mindscape etc, to boost the quantity and quality of Super NES software.

And it doesn't want third parties that are hanging on hoping for a 0.001% rise in margins or signs of a recovering pound, whilst scanning the horizon for an alternative. It wants (needs?) third parties that will spend time and money developing the best games possible for Nintendo hardware. That, surely, is in Nintendo's best financial interests.

But it may be too late. Even if Nintendo believes it can ignore the cries of abandon ship from some of its most respected publishers, the ultimate payback for perceived mistreatment could come from another source – a man called Trip Hawkins.

Hawkins used to be president of Electronic Arts. At the time, EA was publishing for the Mega Drive but was not batting for the Nintendo team. The reason, many theorised, was that Hawkins didn't want to be dictated to. He didn't want to be told how many games he could release in a year, when he could release them, how much they would cost and how they would be packaged.

He saw the restrictions as unfair, unhealthy and, damn it all, simply unAmerican. So, instead of bitching about it, Hawkins left EA and went off to form a new company, SMSG, with the goal of creating a CD-based machine that would become the global gaming standard – and, of course, would be available to all publishers. A year later the firm announced that it had come up with something pretty hot and that it was changing its name – to 3DO.

With enemies like that, Nintendo's gonna need all the friends it can get.

NINTENDO'S RESPONSE

Super Play invited Nintendo UK to reply to this article. They declined, simply saying; 'Nintendo will issue a statement on this subject once we've looked into the matter thoroughly.'

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GOOF

US Release

Game: Goof Troop
Publisher: Capcom
Developer: In-house
Price: £53.99
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

Many thanks to Gamestar, (0749) 670847, for the loan of this cart.

Goofy can't even take his little son, Max, fishing without getting involved with evil pirates, kidnap plots, murderous snakes and tumbling hedgehogs. Serves him right for being a dog.

Right: Most of the early screens are embarrassingly easy. Let's face it – this isn't the trickiest maze ever designed. Note, though, how Goofy still manages to cock it up by picking up a large stone and trying to walk into the impenetrable jungle. Phew. What a long caption this is.

Goofy demonstrates the rope-bridge, then heads off to the broken bridge, which he is able to mend with the plank. Hooray.

Right: Inside the pirates' castle. Hang on. Pirates? Castles? Aren't Capcom getting their kiddies' stories mixed up here?

Here's Goofy on his rope-bridge. What a git!

I won't insult your intelligence by saying that Goofy needs to get that key. But he does. Oops. Sorry. Never mind. You might be stupid enough to need that sort of advice.

GOOF TROOP BLOCKBUSTERS

Actually nothing to do with Blockbusters, but everything to do with sliding blocks onto pads to open gates. Goofy and Max must work out which blocks to kick. One mistake can render the puzzle impossible. Making things much worse are the pirates who, on later levels, kick the blocks at you, thus putting them in the wrong places. Gits.

Here, Jez has done some nice arrows, showing you how the blocks move into position. Good lad.

There's a moment's fleeting amusement whenever you kill someone. They fly into the air a bit, and look very cartoony. Then they die horribly. Tough for them, but life goes on.

TROOP

We had to put this screenshot in. It's pretty funny and it took ages to get.

The cannons shoot at you, whilst those spiky things roll around and try and crush you. It's a git of a screen.

MEET THE GANG

There aren't that many characters in *Goof Troop*. Our two heroes, a motley collection of pirates and a load of wild animals, and that's it. Still, once again Jez has taken the time to do a panel all about them. What a thoughtful lad. He's generous to a fault, too. Always the first to lend you money and that.

Goofy. You know that, didn't you? I hope so.

Max. Apparently he does exist after all.

Sword-throwing pirate. Called, er, Ian.

Fat one. Um, he can be called Arthur.

Snake. What other name but Michelle?

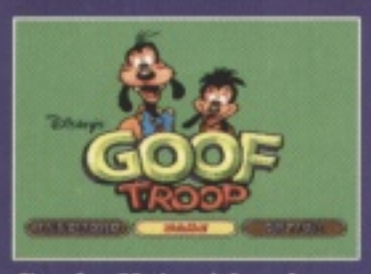
Boss. So we'll call him Carl Jung, I think.

Left: The sword throwers have an unfair advantage. They can lob their scimitars diagonally. Phooey.

Right: Stupid, stupid, stupid! Goofy will learn that flowerpots do not make efficient bridging segments. In fact, I must be stupid because I was controlling him.

We meet a flame-throwing, fast-moving, butt-kicking boss. Who's easy to kill.

GOOD, BAD OR UGLY?



Well, for starters, there's this fellow Max. I've never seen him in any cartoon, but he looks like a smaller, younger version of Goofy. He's either been invented especially for this game, or he's a sad reject, lying on the Disney cutting room floor. Either way he's a bit of a mystery. It says in the game text that he's Goofy's son. Which, er, means that surprisingly, Goofy got something right.

Next, the plot. Prepare for thin-ness and bizarre-ity. Goofy and Max are fishing when two of their friends get kidnapped by pirates and taken to Spoonerville Island. Our heroes decide to rescue the ill-fated pair, despite owing them no real allegiance. A rash move as they're armed solely with the ability to raise their hands above their heads. But don't scoff – this is the key to the game. Goofy and Max can throw and kick things at the naughty pirates, thus killing them.

I think I'll stop describing the game like it's something new. The thing is, it's very similar to *Zelda*. I mean, look at the facts. You rush from screen to screen, going out of doorways on each edge of the screen, which have to activated by killing all the baddies or finding the right keys. You can carry a variety of tools and weapons, such as hook-shots and spades (very *Zelda*-ish), and the way the nasty pirates behave will also remind you of it.

So it's like *Zelda*. This means that you need to use your brains as well as your buttons. But seeing as it's Goofy, a character who, let's face it, appeals to younger kids (and, presumably, dogs that can stand up and talk), Capcom have made it very easy. In fact, you'll complete the game during the first weekend you get it home. Much of it appears to be throwing objects at the pirates, snakes and hedgehogs and retracing your steps to collect the items you need.

That's one criticism; the other is that it's not big enough. There are only five levels, each with a couple of slightly challenging bosses. On your first attempt you're going to be able to get to level two or three, and maybe a couple of continues after that you'll be near the end of the game. And there's nothing graphically to justify having such a small game. Sure, it looks okay, but don't expect any of the graphics to remove your shoes and socks and tickle your soles.

The sound, too, won't gently massage your ear with the aural equivalent of a cotton bud. It's, well, it's what you'd expect. A bit of music, a few whooping effects for the throwing and that's pretty much it.

Goof Troop could have been excellent. It just needs a bit more variety, a bit more difficulty and, in fact, a bit more everything. So be wary, challenge-fans.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
81%	73%	72%
GAMELIFE	OVERALL SCORE:	69%
60%		

VERDICT: Gather round, Goofy-lovers, and hear the news. *Goof Troop* is fun for a while, has some neat puzzles and will fill your breast with a minor swelling of enjoyment in two-player mode. But it's too easy, too short and your Super Nintendo won't blow up through over-exertion.

Circuses, eh? Loathe them or hate them, they still exist. And if you have to visit one, what better than to be a bat with athletic properties? Make that dream live with the only character to be named after a chocolate bar.

There's a rumour that JW Turner did the backgrounds to *Aero*. No there isn't. I made that up. But it's true to say that lots of care and attention has been lavished on them. Here, you see Aero trying to grab those balloons. For some obscure reason.

UK Release

Game: Aero The Acrobat
Publisher: Marubeni
Developer: Sunsoft
Price: £55
Release: December
Players: 1
Cart ROM: 8 Mbit

AERO THE ACROB

BONUS LEVEL? PILOT WINGS MORE LIKE

Yes, if you're as good as me, you could find yourself playing the falling game. It's all pretty straightforward, or straight down if you want to be accurate. As you plummet, you've got to be aware that the idea is to land in the bucket.

But there are a great many loops to fly through on the way, and each one gives you valuable points. Add to this distraction the problem of evil Zero the Acrobat, who's patent wind-blowing machine spins you round and puffs you off-course, and you'll be sweating by the time you plunge into the bucket. Or into the ground, depending on how good you were. It's a great diversion, and one which you'll have to work hard to see (unless you've got a cheat).

Get ready for some mildly diverting in-flight antics, Aero.

Above: The naughty Zero tries to blow you off-course. What an utter cad.

But you steer past him, and through the hoops, until you can aim at the bucket. Then (below), splish!

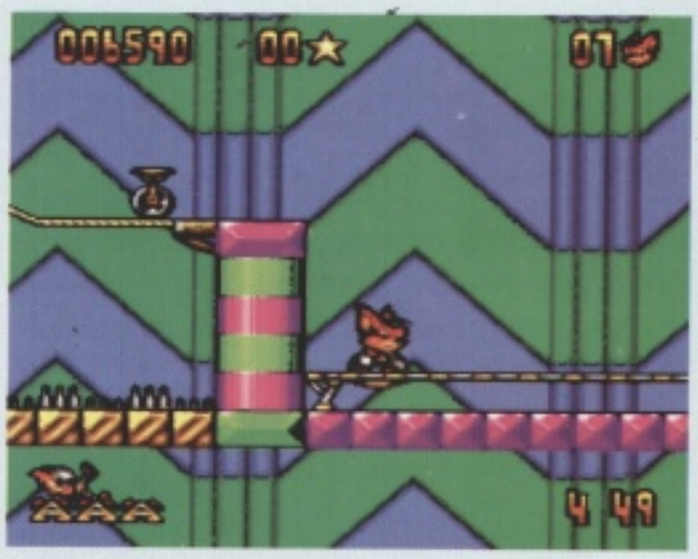
Aero the cute little bat is seen screaming in fear and pain just seconds before he dies. Good.

Pouting with effort, Aero leaps down waterfalls. It's one of those rather weird moments in the game. And it's quite amusing too.

CANDID CANNON

Sorry about the crap headline. Anyway, on some of the levels, Aero finds this most useful of devices. He can push it around and position it just below, and to the side of, those hard-to-reach platforms. And he can even adjust the strength of the blast. The cannon is usually guarded by a baddy who must be dive-bombed.

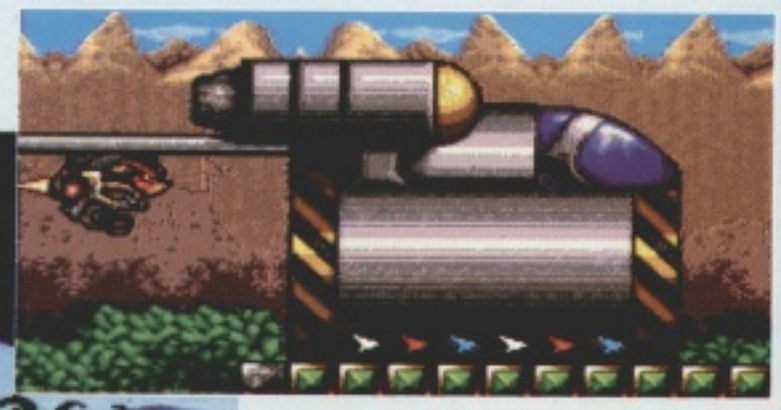
2. Aero is now snugly wedged into the cannon.



Spikes are your biggest enemy in *Aero*. As well as the big bosses. And the small baddies. And the time limit.

Above: Aero can ride a unicycle if he wants to…
Below: But he'd rather use a rocket-powered sled thing.

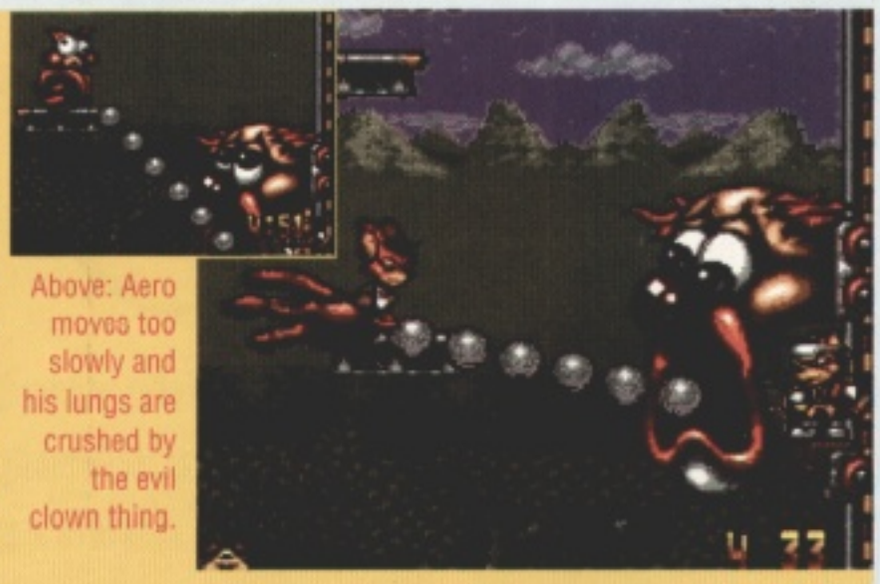
No. Forget the baddies and bosses and stuff. Spikes definitely *are* your biggest enemy in *Aero*. Look at them!



TIME TO MUNCH AN AERO

This is another tricky boss. He slides up and down innocuously enough, but suddenly he'll shoot out a rather poorly drawn arm and grab you. If you don't move sharpish, you're squeezed until your eyes bug out and you die.

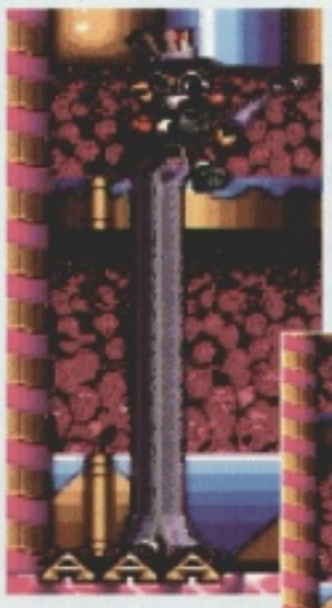
The trick is to stay still, luring him into a position where he thinks he can have you. Then jump like the, er, wind (if indeed it does jump) and make for the other side of the screen. Alternatively, you can dive at him, but this is silly, and you'll probably expire.



Above: Aero moves too slowly and his lungs are crushed by the evil clown thing.

But use a bit of skill and you can evade him. See?

AT



These charming fellows are The Stilts Bros. They're bosses and you must avoid their deadly juggling batons and dive at their legs to cut them down. It's tough to do without losing a life, but if you've played properly you should have a life left to squander.

Once they're normal size (as it were), you still have to kill them. Tricky in the extreme.

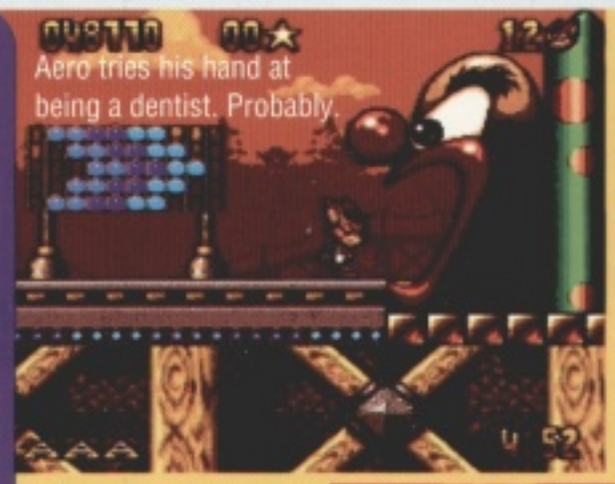
And, for a bit of variety, here are some screenshots of the boring bits.

1. Left: Aero prepares to get into his cannon. But first he must smack that irritating baddy in. With extreme prejudice, I might add.

3. But alas, Aero makes an error and finds himself frazzled by flames.

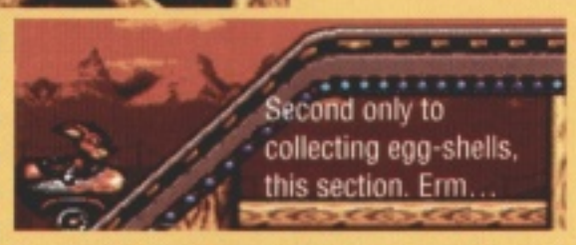
The unicycle bit is very fast, but you've still got to be alert...

AERO HAS HIS UPS & DOWNS



The style is different to the rest of the game and makes a welcome change. Once you get used to it, you should view the rollercoaster as a way of getting a load of extra points as well as a spare life. Neat and exciting.

A better headline. The rollercoaster is a wicked ploy to make you think you've got a simple collecting-things level. Not a bit of it. You've actually got to be immensely sharp and alert, as the ride forces you to duck, jump and generally panic with its impressive speed.



PIC-A-SILLY CIRCUS

***Super Play*'s five reasons why animal circuses are crap:**

- They are a freakish, unpleasant Victorian remnant.
- Nowadays they cost quite a lot of money to visit.
- Be honest. Have you ever actually laughed at a clown? They're even less funny than music-halls!
- They're perenially loud and frequently smelly.
- And making animals perform is cruel and shameful.

We should know better.

GOOD, BAD OR UGLY?

Listen to the plot of this game; the World of Amusement Circus and Funpark has been sabotaged by the Evil Edgar Ektor, a twisted and cynical ex-circus clown, who is bent on revenge. And, after reading this, I bet your eyebrows haven't even raised. It's amazing how easily you can accept this information. As long as the game is fun, it seems we'll believe any flimsy plot.

And *Aero The Acrobat* is good fun. You are a bat. An Acro-bat. Get it? And you must rush around the manifold large and impressive levels, collecting keys, rings, stars or whatever is requested of you. Aero can walk, run incredibly quickly, climb, leap and dive. Quite an array of talents for a bat. (*Oi! – Batman.*)

Now then. These levels. They *are* big, but apart from the things you've got to interact with to gain your collectables, there isn't a great deal in them. You can charge along for several screens without finding anything to impede your progress. In fact, apart from the nice backgrounds, there often isn't anything to see, either.

Never mind, because the size and gameplay more than make up for it. There are millions of levels in *Aero The Acrobat*. Almost. Four major worlds, with about seven huge levels in each, actually. And while most of the levels are platformy (with that strange, empty platforminess, too), the game isn't spoiled.

The graphics are very simple but very effective, with some lovely touches. Aero's buggy eyes when he dies are worth watching out for, as are many of the well animated mobile baddies. The graphics improve vastly the further into the game you get, with such levels as the rollercoaster and the woods looking very nice indeed. And the sound is all right, too. Not worth more than two sentences, so that'll be that.

All in all, *Aero The Acrobat* is a good game. It's not for beginners, and it's not for those who want rich, flashing sprites bursting with colour every step of the way. But as a slightly lonely trek through platformland, with a load of great extra levels thrown in, it works a treat.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
76%	70%	87%
GAMELIFE	OVERALL SCORE:	
84%		84%

VERDICT: A strange one, but once you give it a chance you'll be hooked. *Aero* handles well, and you'll learn to live with the tricky, but cavernous, early levels. What puts it in the 'very good' league is its sheer size and variety. Just when you're bored with a game-type, it's gone and there's something new there. So *Aero The Acrobat* is a good chap in my book.

MR NUTZ

Exactly a year(ish) after his first appearance in a *Super Play* preview, Mr Nutz finally arrives. Maybe he ran into a posse of grey squirrels or something.

You probably never realised your Super Nintendo had so many colours inside it. But it's true! And it took a squirrel to prove it. His woodland home has been invaded by a fearsome ice yeti, and he needs YOU to help him sort it all out.

Here we go into level one, and Mr Nutz's keen interest in botany tells him to avoid that killer plant.

It's probably best to laugh along with him. 'Ahahahah! Ahahahah!'

Even spiders aren't safe from the evil yeti's influence. Look – he's pulled two of this one's legs off.

That wasp looks intact enough, though. Er, nice wasp.

INTRODUCING... MR NUTZ

The lift doors slide open and a group of suited men, carrying briefcases and accompanied by security guards, steps out into a large, brightly lit laboratory. A short, elderly man, with a beard, glasses and a white coat, approaches them with his arms extended.

Scientist: Welcome, gentlemen, welcome. Come in.
Visitors: Hello.
Scientist: Time is running out for Woody Land. A yeti is exerting his evil influence over it, and turning the whole place into his Ice Kingdom. We have only one hope – the product of the finest scientific minds in the land. Gentlemen, allow me to introduce Mr Nutz – The Future of Woodland Law Enforcement.

Some curtains open, and the dry ice clears to reveal a cage containing Mr Nutz, an eight-inch high red squirrel, to gasps of astonishment from the assembled audience.

Scientist: Now, this is no ordinary squirrel. (He gestures towards Mr Nutz.) A titanium frame. Kevlar outer skin. 100% acrylic tail. Infra-red night vision. Strontium power source. Allow me to demonstrate.

He presses a button on a small black box, and a door in the side of the cage slides open. A baddy peers out, and crawls into the cage.

Mr Nutz jumps on its head and squashes it. It dies.

A second button press, and another, larger baddy enters the cage. Mr Nutz swings his tail around and the baddy drops dead.

A third press, and another baddy appears. Mr Nutz throws a nut at it and kills it, before saluting and returning to his original position. The onlookers applaud politely.

Scientist: And now, observe...

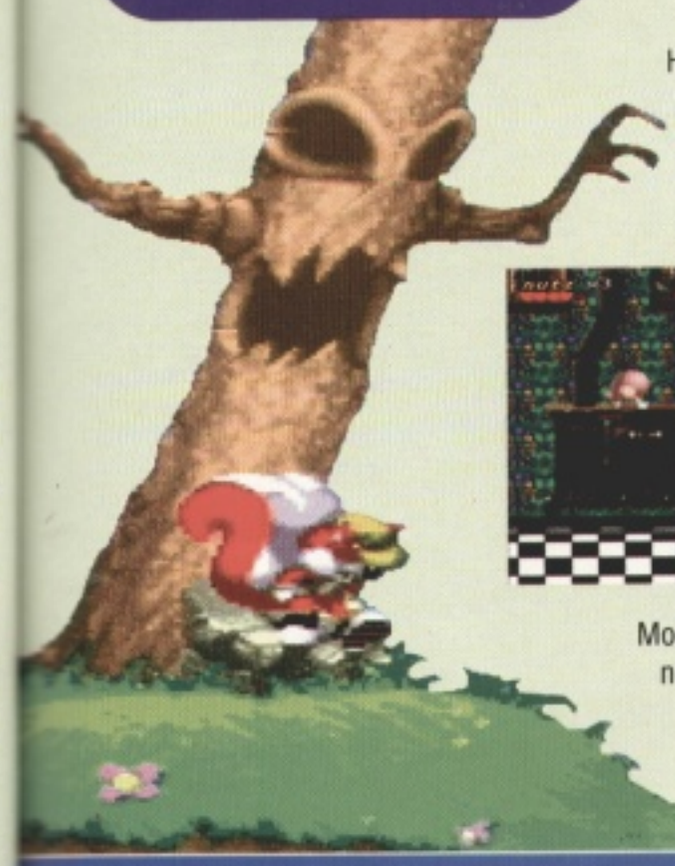
He presses yet another button, and Mr Nutz begins to jog slowly around his cage. On further instructions from the scientist, he breaks into a run. And then leaps from one side of the cage to the other. Finally, Mr Nutz walks to the middle of the cage, salutes again, places his arms by his side and stops.

Scientist: Birds will tremble before his might. Badgers will scamper away in terror. Woody Land will be liberated.
Visitor: But doesn't he look just like Tails, out of *Sonic 2*?

UK Release

Game: Mr Nutz
Publisher: Ocean
Developer: In-house
Price: £TBA
Release: November
Players: 1
Cart ROM: 8 Mbit

'Aaaaah eeeee aaahh etc.' It's 'swing out squirrel' as Mr Nutz performs more daring feats in the name of Woody Land. Shame he only grabs ropes at the very end, though.



He's off again, defying fate in another of Stage 2's 'rides'. (It's a forest amusement park, this bit.)

Stage 3, now, and the really rather hard kitchen section.

More Stage 3 frolics as a now-shrunken Mr Nutz gets caught up in the plumbing. Er, glug.

Wondering how many stages there are? Well, there are six, each with three or four levels and a boss. Here's a map.

Or part of one, anyway.

MORE THAN MEETS THE EYE

If you reckon *Mr Nutz* is one of those games you just walk through, seeing it all on your first go, then you're horribly, catastrophically mistaken.

When you complete each stage, a little box pops up telling you how much of the playing area you actually covered. Take the shortest path to each exit and it'll be something like 40% each time – nothing, really.

What you'll have missed out are hard-to-reach bits like the tops of the trees up there, where extra pick-ups are to be found, or even complete secret levels. Like that one.

It's not all jumping about collecting things. How, for example, are we going to get up onto that really high table?

Simple! With his super-squirrel strength, Mr Nutz is able to push the chair into position...

...and hop lightly onto the tabletop. Baddies who thought they were safe now tremble in terror.

GOOD, BAD OR UGLY?

If you liked *Pugsley's Scavenger Hunt*, you'll like this. That's what I reckon. The two games have a lot in common. They're both platform games. They're both by Ocean. And they've both got 'R's in their titles.

But that's not all. They've both got cute central characters. They've both got really, really gorgeous, colourful graphics. They're both super-slickly programmed. They've both got lots of large, sprawling levels. They're both pretty tough to get through (although *Mr Nutz* isn't as frustratingly hard as *Pugsley*, and gives you infinite continues). They've both got plenty of original ideas in, and surprises round every corner. They're both fun, fun, fun. And they BOTH come highly recommended from us, *Super Play*.

There's nothing that especially marks out *Mr Nutz* as being better than other platform games. It's more a case of there being nothing noticably wrong with it, thanks to painstaking fine-tuning by Ocean's team of French programmers. Mr Nutz himself is just about spot-on, for example – really cute, neatly animated, and perfectly controllable (although he falls through swinging ropes unless he catches them at the very end, which always annoys me, and I'm becoming steadily less convinced by the concept of killing baddies by jumping on their heads – it's just too error-prone).

So why aren't I going to give *Mr Nutz* quite as high a mark as *Pugsley*? (And what's with all these gratuitous *Pugsley* comparisons anyway?) Well, a) it isn't *quite* as good: the graphics aren't *quite* as lovely, there aren't *quite* as many novel ideas in it, and it hasn't got that nice feature that lets you tackle the levels in more or less any order you like. And b) I'm getting just a teeny bit bored with this sort of platform game, to be honest. I've enjoyed every moment I spent playing *Mr Nutz*, and I still haven't got right to the end of it. But once I have (and it's only a matter of time, albeit a long time, thanks to the infinite continues) I think I'll probably sigh contentedly and never play it again. If you found yourself in the same position, though, I'm sure you'd have no trouble in persuading a friend to swap it for something equally as brilliant.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
91%	70%	92%
GAMELIFE	OVERALL SCORE:	86%
83%		

VERDICT: Platform gaming at its most pleasurable. Step aside, Tufty – *Mr Nutz* is the new king of the treetops. Hail Mr Nutz! Hail!

Now you can relive that mystic age of yore, when D&D meant 'hack 'n' slay' and 'E Gary Gygax' was a Word of Power. Not that you'd want to, probably.

Yes, it's back to the days of Boris Vallejo cover art and the chainmail bikini (surely the most useless piece of armour ever?). *M&MII* has just about every cliche of hack 'n' slay roleplaying, and is old enough to have coined a few of them.

A KNIGHT ON THE TOWN

Life is tough when you're a first level elven sorceror. You'll bump into monsters walking the streets (I know, it's silly – why haven't the ordinary townsfolk been eaten?), so here's how to survive Middletown.

GOOD, BAD OR UGLY?

UK Release

Game: Might & Magic II
Publisher: Elite
Developer: Iguana
Price: £59.99
Release: November
Players: 1
Cart ROM: 8 Mbit

If you've ever taken part in a *real* role-playing game (the sort that involves a group of friends, some polyhedral dice and a weekend or two), then *Might & Magic II* will look pretty familiar to you. The system is lifted straight from *Advanced Dungeons & Dragons*, and contains all the usual elements of Hit Points, Armour Class, Experience Levels, Character Classes and Alignment. Despite a magic points method of spell-casting, the spells themselves are also practically identical. This may sound pretty good so far, but I'm afraid I'm going to have to disappoint you.

You see, in its adherence to the mechanics of *AD&D*, *M&MII* has neglected much of the actual substance. Good role-playing has characters with depth and background; follows a strong narrative; and evokes a sense of *milieu* that brings to life the imagined world, no matter how fantastic or alien to our own. (*You really are into this stuff, aren't you? – Ed.*)

In *M&MII*, you kill some monsters and steal their treasure. And, well, that's about the size of it. There's precious little story, few puzzles of note and, as you control six characters at a time, it's very hard to become attached to any one of them. Oh, there's a bog-standard plot background that would disgrace a pulp sword & sorcery trilogy, but it's only there to justify killing monsters and stealing treasure. In addition, every character class has a personal goal, which generally involves – and here's the clever bit – killing a *particular* monster and stealing their treasure.

Not that it's easy. In true *AD&D* style, it took me ages to create a party of adventurers and kit them out. Then they all died. Several times. However, after serious hours of regular saving and running away, my characters finally managed to beat up a small spider and some plants. Repeating this process was long and laborious, but eventually I possessed an experienced party that didn't get trashed by the first vaguely belligerent orc.

Predictably, the game is not short of annoying quirks. For example, if I chose to run away from a fight whilst in town, I ended up outside the Inn, regardless of where I had been. Why not just retreat one square? And by repeatedly reassembling my party I found I could hire an adventurer, spend his money on the others, then dismiss him and hire a new adventurer with a full purse. A stupendous flaw like this makes a mockery of the stringent attempts at accuracy in other areas of character progression.

Might & Magic V is already available for the PC, but we seem to be lumbered with codgery old hand-me-downs from other formats. Do we really have to wait for Japanese translations to get another decent RPG over here?

● Zy Nicholson

Might and Magic
Day 34
Year 900
Facing W
A sleepy conjurer yawns. "My friends, for only 20 gold I can enroll you in the local rage guild." Buy in?
Yes No

Graphics are so limited that every wizard you meet looks like this pointy-headed gimmer.

The holy man tips the barmaid, perhaps hoping she'll turn off the abysmal music.

GRAPHICS	SOUND	GAMEPLAY
38%	32%	40%
GAMELIFE	OVERALL SCORE:	
45%		43%

VERDICT: This is rule-playing, not role-playing. Even 'fans of the genre' would be hard-pushed to elicit any enjoyment from this cart.

MIGHT & MAGIC II

EVO
SEARCH FOR EDEN

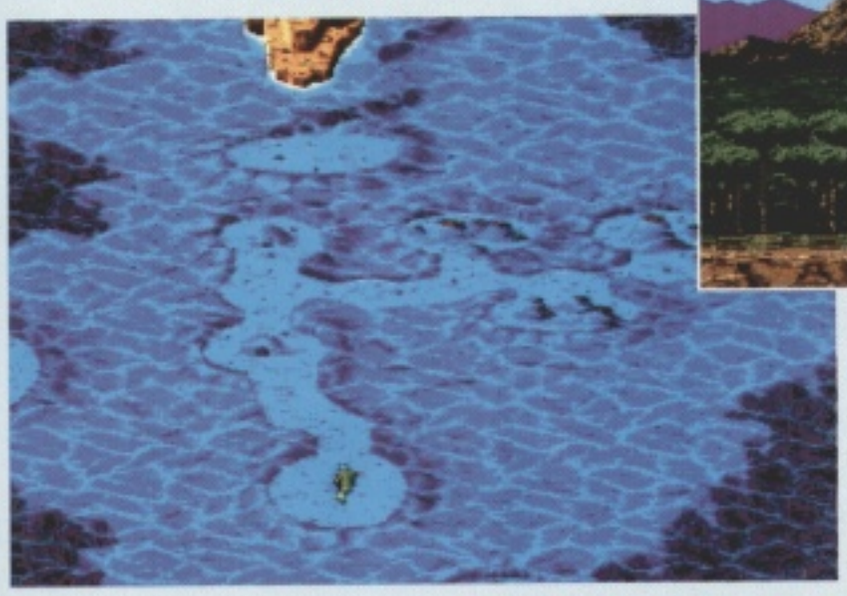
US Release

Game: EVO: Search For Eden
Publisher: Enix
Developer: In-house
Price: £57
Release: Out now
Players: 1
Cart ROM: 12 Mbit + BB

Evolution, eh? Can't live with it, wouldn't be here without it. Probably about time someone tried to cash in on it, then.

This is Gaia, third daughter of the sun, who (it has to be said) looks pretty good considering she's 4.6 billion years old.

Starting as the most primitive form of life (the fish) it's your job to evolve through five 'ages' (levels). Eventually, you reach Eden and can join Gaia, having evolved into a much higher form of life.



And here's a peek at level three. (Incidentally if *EVO*'s supposed to have educational value, they could at least have got the names of the dinosaurs right. An Omosaurus? Allosaurus, surely. And what on earth is a Tritops?)

The ocean floor. By the way, have you seen *The Abyss Director's Cut*? Completely brilliant.

EVOLUTION IS THE KEY

Earn your evolution points by killing and eating baddies in a left-to-right, beat-'em-up kind of a way. You can then 'buy' new parts for your body.

1. You'll start the game as this basic fish.

2. At the beginning of level two you'll have evolved into this four-legged amphibian.

3. Next you'll want to add some jaws, complete with teeth, and a tail.

4. And just look at you now!

Evolving parts of the body alters strength, defence, agility, jumping ability, etc.

GOOD, BAD OR UGLY?

How do you reckon the games player will evolve with time? More fingers to fully cope with all those control-pad buttons? A flatter bottom so long periods in front of the screen can be endured in more comfort? A dual bladder and larger bowels for fewer toilet breaks?

It has to be said that I thought the evolution part of this game was super, and the way that evolution naturally gets more complicated as time passes acts as a neat learning curve. Starting as the fish, you'll instantly realise that the more bits you stick on your body, the more effective a killer you'll become. Not much to think about there, but evolving jaws, horn, body, fin and tail bit by bit is great fun, if only to witness the visual changes of your fish. Reach level three and you'll have to take the evolution of the creatures around you into account as well. Should you have two legs or four legs? A slow, heavy, armoured body or an agile, unprotected body?

Sadly, whilst the strategy component of the game is top-notch, there are concerns elsewhere. Any form of *EVO* evolution requires specific points, and to gain these you need to kill enemies. This would ideally be done in huge, eight-way scrolling platform levels full of tricks and traps. What we end up with, however, are lots of left-to-right platformless levels. Imagine *Mario World* with all the baddies lined up along the bottom of the screen, and you merely walking along killing them. 'What tedium', you'd think.

And that's just what you'll think when you're playing *EVO*, apart, perhaps, from the bosses which are joypad chompingly hard. But then again, you can have as many shots at them as you like, as there's no way of dying for good. I completed three-fifths of the game in an afternoon, so with a save game feature what sort of gamelife are we looking at here, I ask the air around me?

● Rich Pelley

GRAPHICS	SOUND	GAMEPLAY
73%	68%	70%
GAMELIFE	OVERALL SCORE:	
30%		47%

VERDICT: **A splendid idea, but a very mediocre game. Tacked on to a shoot-'em-up, say, the evolution concept *could* have been a winner.**

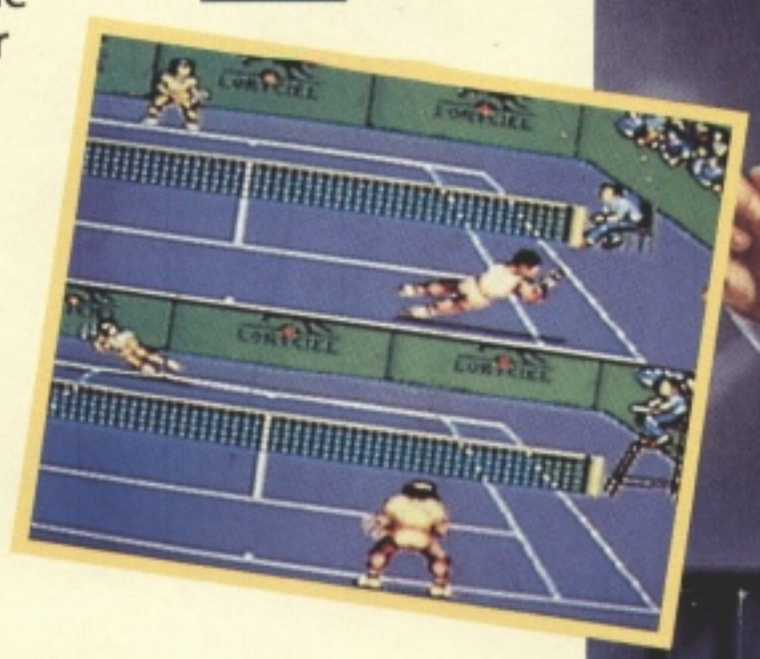
Thanks to Mega Mania, (0621) 840288, for lending us the cart.

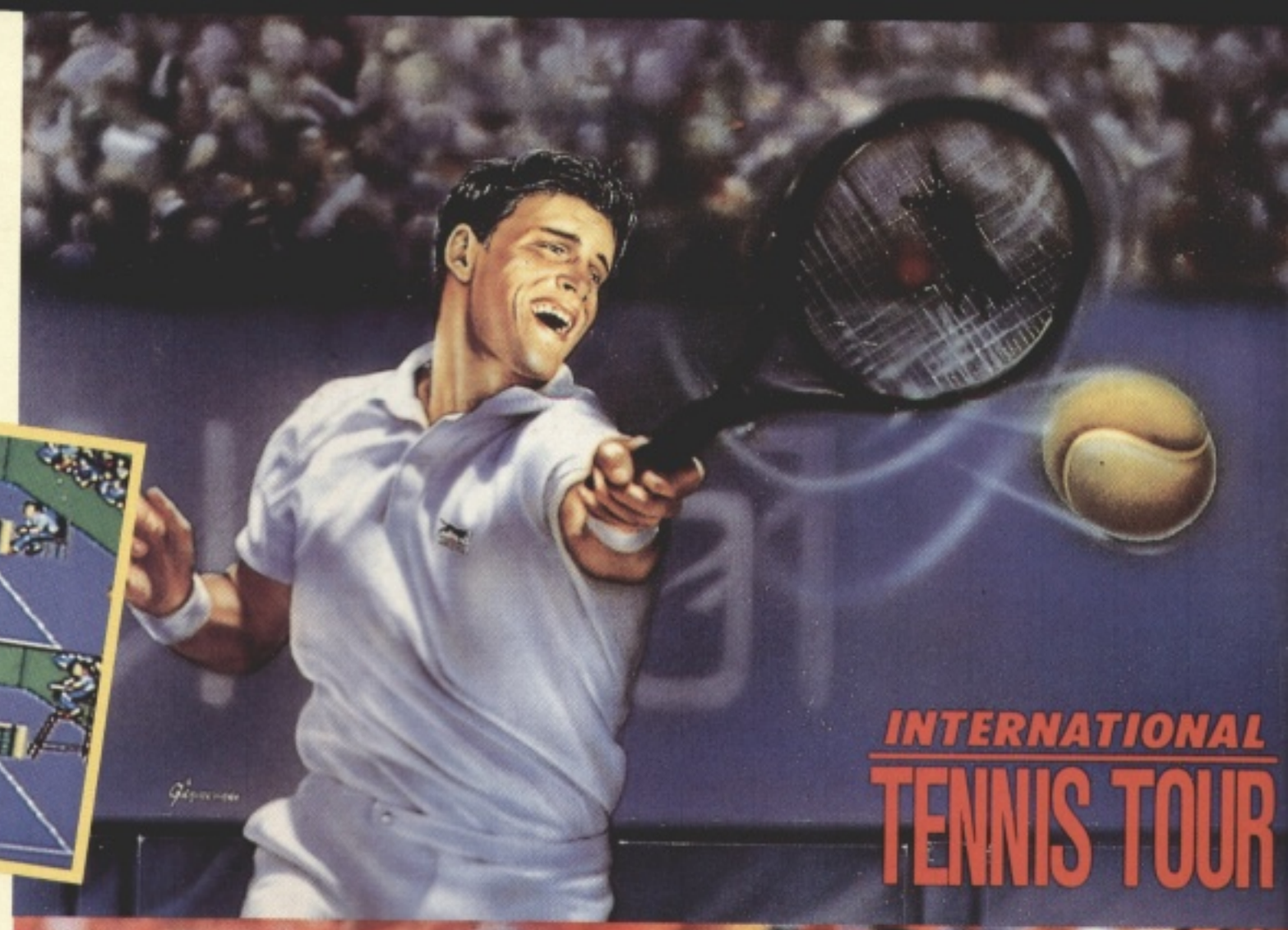
Get ready to m

Experience the excitement of the most prestigious competitions- whether on grass, clay, hard or indoor courts, in singles or doubles, with one or two players.

LORICIEL

Available October 1993





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JALECO

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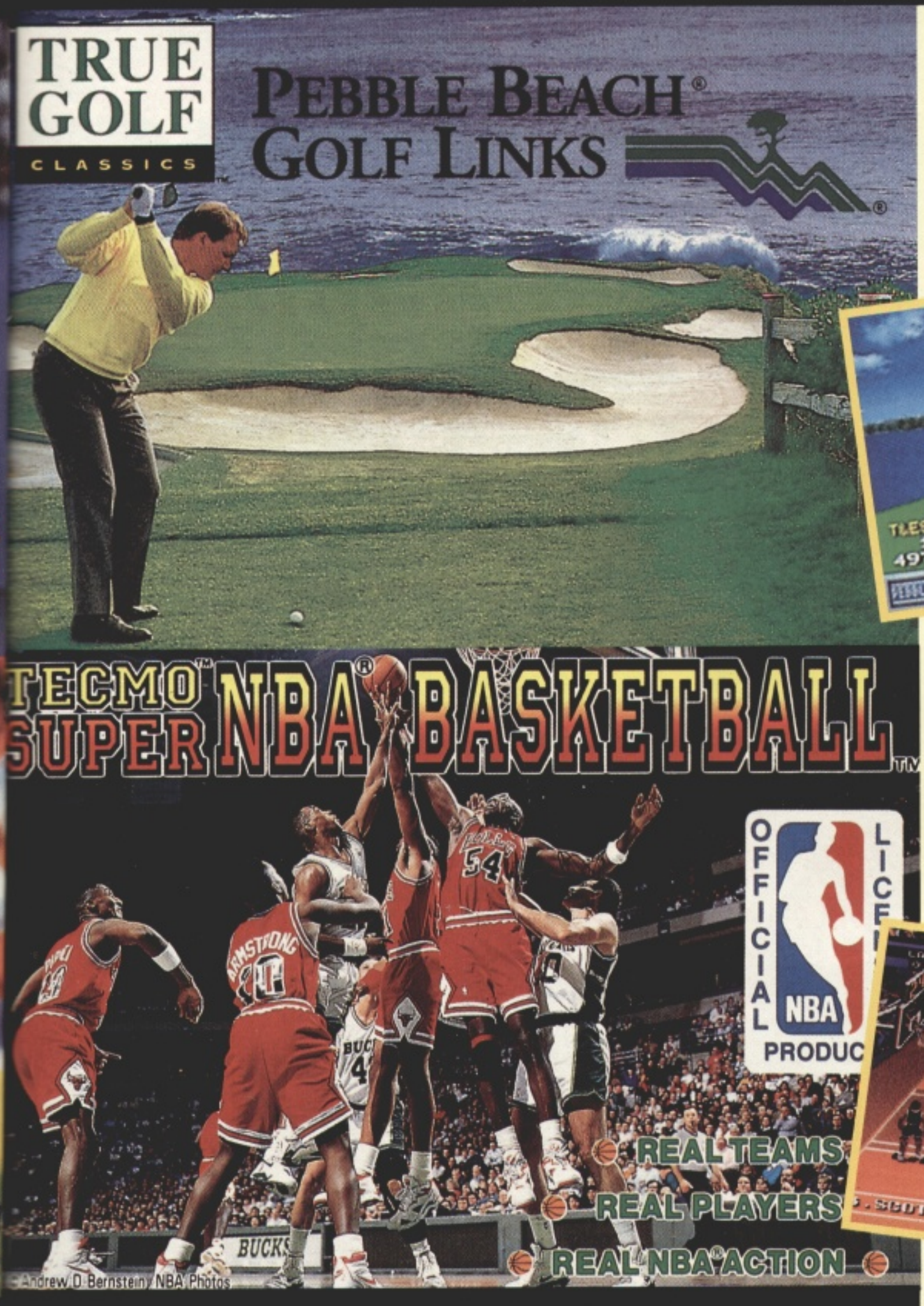

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BANDAI

Bandai UK
Hedge End, Southampton. S03 4TX

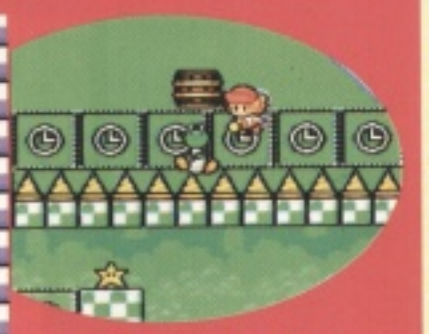
Hi! I'm Wanda the fairy. Today I'm controlled by your mouse.

Right. This is a shout out to every Nintendo mouse-owner, right across the world. 'Hi Dave, Pete and Alison! How are you?' If you are fed up with playing *Mario Paint*, why not try the other mouse game?

MARIO & WA

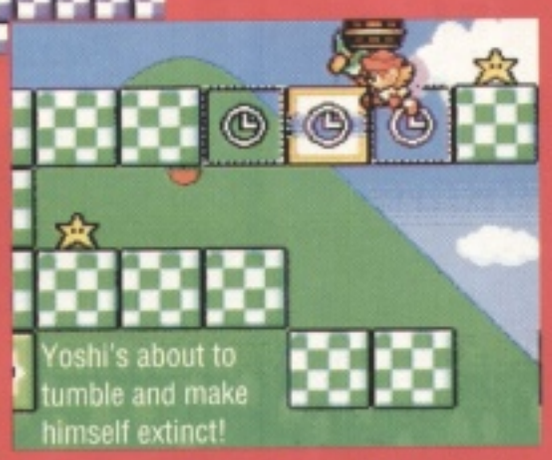
There are eight levels you can visit with the cheerful Mario gang. Each has – ooh – quite a lot of screens to get through, and if you play through from level one, you're not going to be getting past three on your first day. That's a jolly good sign, we reckon. Each level is set in a different part of Marioland, and there are loads of incidentals and bonus levels to sort out.

Here you see Wanda in action. It's easy to mess up this level.

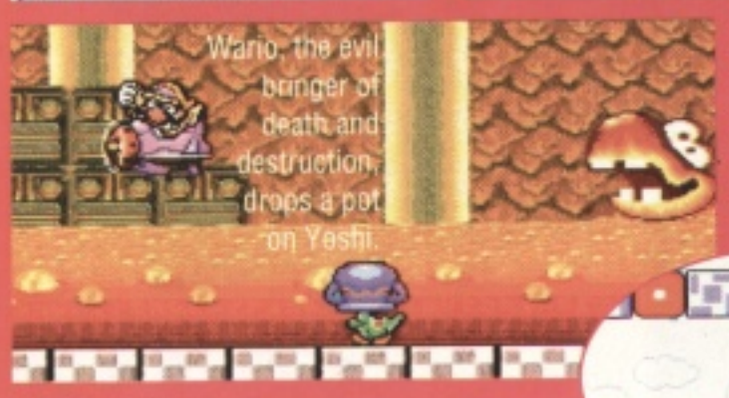


Above: The hilly level involves lots of of time-delay blocks. And they're real gits.

Aha! The icy level. Brr, it's freezing.



Yoshi's about to tumble and make himself extinct!



Wario, the evil bringer of death and destruction, drops a pot on Yoshi.

Below: Wario's evil reaches a peak when he cruelly envelops Yoshi's head in a smiley cloud. Swine!

Vile Wario's seen fit to drop a jellyfish on Mario. How unspeakable.

On later levels, prepare yourself for some quite bizarre surreality. Underwater, the characters meet an alien-like face-hugging jellyfish, which impedes the senses governing their direction to such an extent that they require continual and on-going visual vigilance on behalf of Wanda.

Japanese Release

Game: Mario & Wario
Publisher: Nintendo
Developer: In-house
Price: £55
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Thanks to Console Elite, (081) 561 2422, for lending us this cart.

GOOD, BAD OR UGLY?

You know the Amiga and ST? Well, think of the number of decent mouse-driven games they've got: *Sim City*, *Populous*, *F-19 Stealth Fighter*. The list is endless.

And the SNES is a better machine than either of those. So doesn't it follow that a mouse-driven game will also be better? Er, this is where you might start to feel a chill wind.

The whole point of *Mario & Wario* is to remind you that you've been to the shops, spent your dosh and got a mouse. It doesn't feel like a game which uses a mouse to make things easier, like for clicking on icons etc. No. This game let's you know you've got something other than a joypad or arcade stick attached to your SNES.

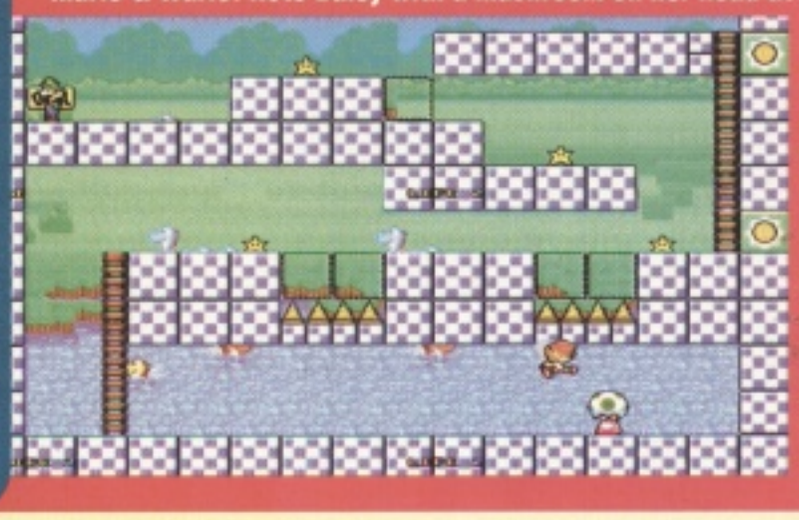
I'm really going on about this aren't I? Well good, because that's what the game feels like. Mouse, mouse, mouse. And just when you think you've forgotten what device you're using to play *Mario & Wario* – yes! – you have to click the MOUSE button.

Whew. Now, what's *Mario & Wario* like to play? Well the graphics aren't incredible. They're not meant to be. The game's strength lies in its playability. It starts off really easy. All you do is click on some outlined squares in order. These fill in as you do so, allowing Mario (who's had a bucket placed over his head) to walk over them, instead of plummeting to his death. As you progress, the blocks you need to click on start to fragment, so you can't get too far ahead of Mario, else he'll still fall. It involves timing, a bit of planning and accurate use of the MOUSE.

Yet further into the game, there's a neat twist. Before Mario starts his lonely, bucket-headed walk, you can scroll around the playing area (which is about four screens in size). You must

THE WHOLE PICTURE

Thanks to the miracle of technology, we can show you an entire screen of *Mario & Wario*. Note Daisy with a mushroom on her head at bottom right.

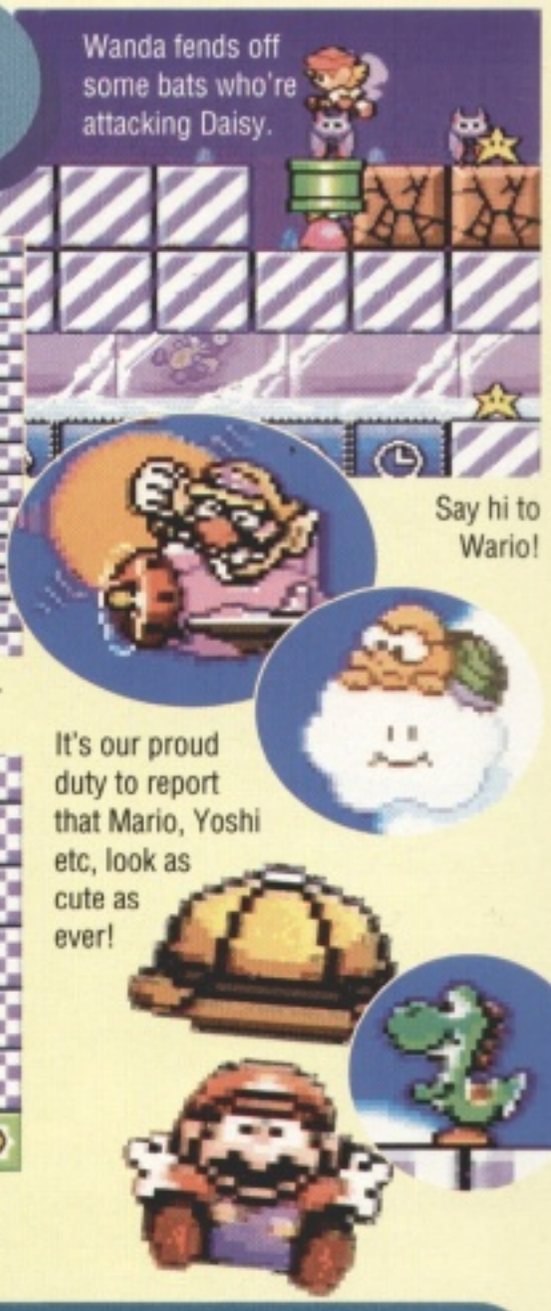


The ladders act as escalators which carry the character upwards. So all you have to worry about is getting Daisy over those nasty spikes.

ARIO

All mouse-users slide off the mat sometimes. Only, in *Mario & Wario* you'll lose the level.

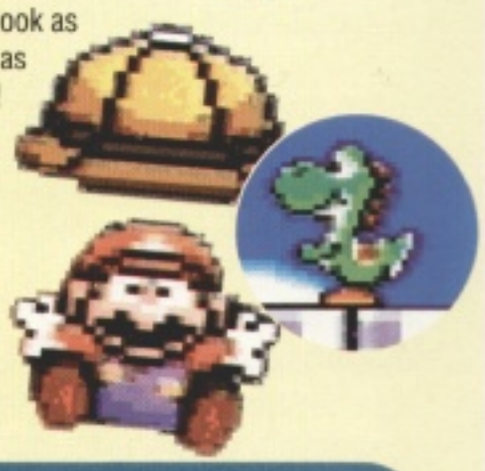
This is the moment you've been waiting for. You've guided your charge to safety. Hurrah!



Wanda fends off some bats who're attacking Daisy.

Say hi to Wario!

It's our proud duty to report that Mario, Yoshi etc, look as cute as ever!



memorise the positions of the platforms and spikey bits, and, once the timer starts, you've got to use your memory to aim Mario off bits of the screen and onto the correct (out-of-view) platforms. It's tricky and requires concentration. So you forget for a minute you're using the MOUSE.

I've been saying Mario, but you can also play Daisy and Yoshi, who equate to easy and hard levels (Mario is medium), in your fight against the unspeakable Wario. And your mouse pointer is actually a fairy called Wanda. It's her helpful magic you're invoking as you slide around your mouse.

Once it gets going, this game's tough. And having used Macs for years, you can't tell me I don't know my way around a mouse. It's got a great panic element when Mario teeters on the edge, and for much of the game there're no random elements, so when you cock up, you've only got yourself to blame.

Yoshi's Cookie is the nearest thing I can think of to it (76% Issue 11). This is no bad thing, because, like *YC*, you insist on having another go, and another.

So what about it, then? It's fun, it's simple to understand, but it gets tough and it's all a bit samey. Not a classic.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
68%	64%	88%
GAMELIFE	OVERALL SCORE:	70%
74%		

VERDICT: Nintendo obviously want to get the most out of their mouse. But as a puzzle game which gets its irritating hooks into you, this works.

COMING THIS WINTER!

FUTURE PUBLISHING

PRESENTS

The Ultimate Guide To The Ultimate Games Machine

STARRING

GIANT IN-DEPTH PREVIEWS OF EVERY IMPORTANT NEW GAME - GUARANTEED! EVERY FULL PRICE, BUDGET, CD AND PD TITLE REVIEWED! NO OTHER MAGAZINE HAS THE SPACE OR DETERMINATION TO COVER EVERY NEW GAME IN SO MUCH DEPTH! PLUS! MORE INTERVIEWS, FEATURES, TIPS, BEHIND THE SCENES STUFF AND PLENTY OF OTHER TOP SECRET (BUT REALLY RATHER GROOVY) THINGS WE DAREN'T EVEN WHISPER ABOUT YET. IF IT'S HAPPENING IN PC GAMES, IT'S HAPPENING IN

PC GAMER

First Issue Thursday November 11

Hang On. If You Can.

Future PUBLISHING

SUPER MARIO COLLECTION

SUPER PLAYER'S GUIDE

NINTENDO (JAP)

US/UK TITLE: SUPER MARIO ALL STARS

By Zy Nicholson

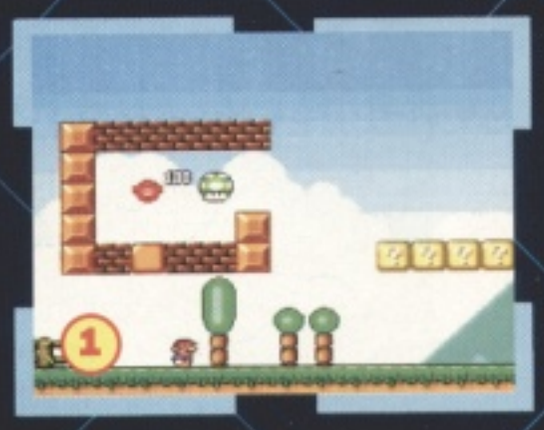
PART TWO: Super Mario Bros 2 (The Lost Levels) & Super Mario USA

***Super Play*'s superrest (*Eh? – Sue.*) ever Super Player's Guide continues. Last issue we did *Super Mario Bros 1*, this month we're covering *two* of the games from the *Super Mario Collection*. First there's the incredibly hard *Super Mario Bros 2* (or *The Lost Levels* as it'll be known to *Mario All Stars* players). Zy's spent much of the month cursing and swearing his way through it. And that's followed by *Super Mario USA* (or, confusingly, *Super Mario Bros 2* as *All Stars* players call it). Not so tough, this one, but just as tippable.**

As we said in our review of the *Collection* in issue 11 'All four games on this cart are cast iron classics'.

SUPER MARIO BROS 2

Here it is – the first ever player's guide to *The Lost Levels*, previously only available on the Famicom. For general hints and tips to this game you should refer to the guide in our last issue – which applies to the toughened-up version, too. The major difference is that you can now play Luigi, who has better jumping skills than his older, tubbier brother. I found Luigi vital for completing the later levels, where poor Mario didn't stand a chance. Although you can save your position on individual levels, rather than worlds, it doesn't make it any easier...



WORLD 1

LEVEL 1

1 To establish the tone of the game, the very first power-up is trapped on this shelf and guarded by a Koopa! The trick is to head-butt the third block from the right as the mushroom slides onto it. Eventually, you'll knock it clear.

A 1-up mushroom can be found in a secret block after the second pipe. The first brick in the next lower ledge contains a Starman.

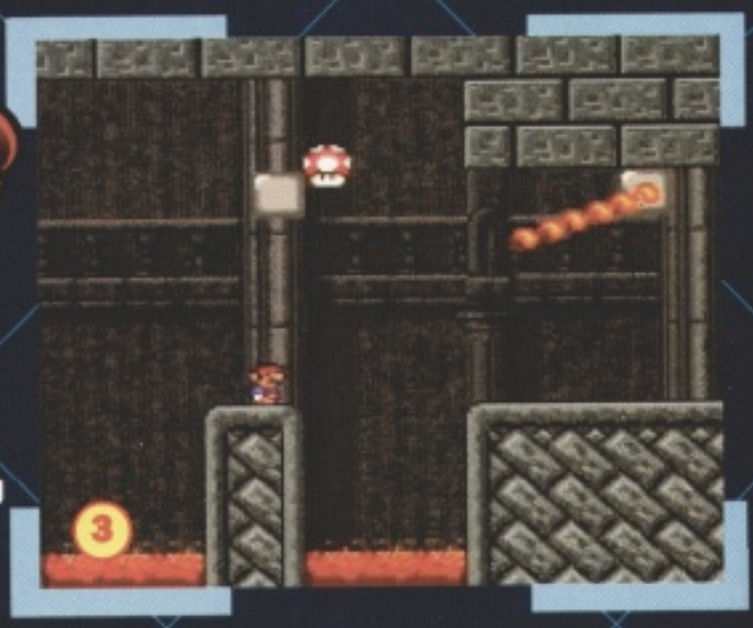
LEVEL 2

To begin this level, dodge the Koopa and start dashing for a jump. Launch yourself just before the block at the end and you'll reach the steps. As with other levels like this one, you can avoid a great deal of trouble simply by climbing onto the 'roof' and running along the top. There are some handy steps above the first pipe for this purpose. In one of those steps you'll also find a beanstalk to the first Warp Zone: a secret block above the Buzzy Beetle will help you reach it, and after

2 some coin-grabbing you can warp to World 3.

There's a mushroom hidden in the ceiling above these steps, but you will need to knock a hole first to let it fall through.

Further Warp Zones are located after the level's exit pipe. Use the rising lift to get onto the last roof section, then drop down once the Piranha Plant has half-sunk. You now have two possibilities: you can ascend the pipes to reach a Warp Zone to World 2, or you



can squat down on the pipe you've just landed on to reach another sub-level. It's tough, but you'll eventually come up against a sheer wall. Don't take the pipe, but jump for two secret blocks to get you up to the roof again. Dash along the top to find a Warp Zone to World 4.

LEVEL 3

The airborne Bloopers might take you by surprise, but now that you can stomp or outrun them, they won't give you too much trouble. There's only one, obvious, power-up, but, unless it happens to be a mushroom, you won't have much luck getting it.

LEVEL 4

This first dungeon level has some very tight passages, reducing your stomp, and the solid ceiling means that you can't even bash yourself some space. A Koopa will appear between two fire-bars, and if you're not Fire Mario (who can barbecue it) or Normal Mario (who has just enough space to squash it), then prepare to get hurt. Once Bowser's fireballs appear, don't hang about.

3 Jump onto the fulcrum of the fire-bar and over it.

1 a beanstalk block. Jump from the pipe underneath to release it, then use the springboard to clear the rest. A Starman here will help you out.

LEVEL 2

2 It should be second nature to you by now, but I'll remind you anyway – look for hidden blocks whenever you're faced with a problem like this.

WORLD 2

LEVEL 1

It takes some fiddling to stay on a super springboard, so no tardying. Once you're airborne, hold LEFT and the screen will scroll along with Mario somewhere in orbit. His landing spot should be approximately centre-screen, but practice will really pay off here. After the stretch of water, the ledge contains

LEVEL 3

You haven't escaped the Cheep-Cheeps yet! As on the first game, take it at a steady pace and stop to monitor the Cheeps as they fall, before moving on again. Don't try running straight through from bridge to bridge or you'll find it harder to avoid them. The power-up is easy to grab.

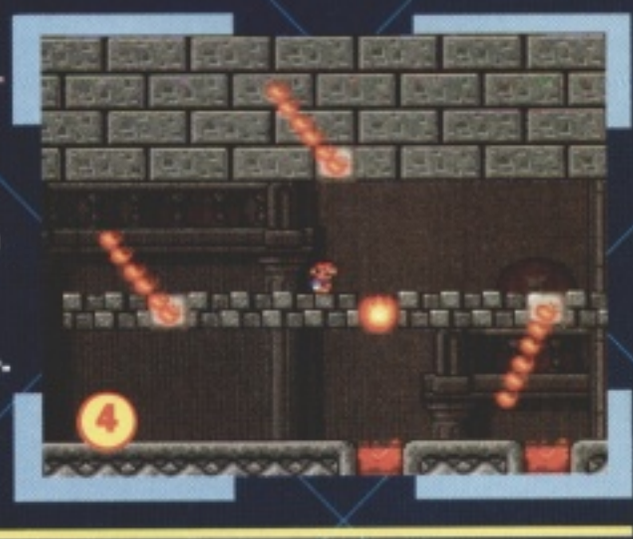
LEVEL 4

As soon as this level starts, run along and jump up to kill the Koopa. Wait a moment, then send its shell spiralling down to wipe out the three Goombas (they'd die anyway, but time is precious). You

3 are now confronted with what looks like a dangerous drop, but, as long as you hold DASH and RIGHT, you should avoid

the lava. You'll need a running jump, so that you clear the fire-bar. Further fiery perils await you, and the key to this bit is to recognise

4 the safe spots. Here's one – though Super Mario will have to crouch – where you can tarry until the opportunity for a dash presents itself. A very handy power-up is hidden above the steps beyond the lava pit, ensuring your success against Bowser.



over the flagpole and past the small fort. Carry on and you'll discover one of the cruellest tricks of all – a Warp Zone to World 1! The dastardly cads! If you look closer you'll see that the game designers have at least left Mario the honourable option. There's a chasm beyond the pipe so that he can commit *seppuku* and restart the level. Unless you're on a point-scoring drive, that is, in which case you might rejoice at this.

LEVEL 2

As well as swimming Koopas (don't look so surprised, they *are* turtles), you should expect strong currents pulling you down to the bottomless areas and limiting your movements. Unlike *Super*

Mario Bros 1, it's just not safe to walk through these sections any more. Swim high and quickly and utilise the rapid downward pull of the currents to make sudden dodges from the Bloopers.

LEVEL 3

My, the other side looks an awfully long way off... But don't worry. The solution resides, as you might have already guessed, in some

2 hidden blocks. Use these and you need never throw Mario off a cliff ever again. The platforms later on will fall rapidly when you stand on them, so use running jumps to cross from one to another without slowing down.

LEVEL 4

It's yet another maze, so listen for those tell-tale bells and buzzers to check your route by. First off, come down the steps and take the lower path.

3 Jump the pipe, but stay at the bottom all the way, using DASH to clear the gaps. From the next pipe,

4 jump up to the top ledge and keep going until you reach the edge.

5 Now fall off and look for four hidden blocks which will allow

6 you to get up onto the top ledge again. Jump over the first fire-bar to the next top ledge – the next few fire-bars are relatively easy to dodge past – and drop down at a walking pace onto the island in the lava. From here you can see the bridge.

WORLD 3

LEVEL 1

The Hammer Brothers – I hate 'em. They'll drop down from the top ledge, so be ready to bop the blocks they land on as quickly as possible. There's a Starman in the lower ledge and a power-up in the upper ledge, but you'll need to DASH and JUMP to catch up with it.

The first pipe takes you to a bonus coin room, but this one has a cannon to deter burglars. Unless you're desperate for coins, don't risk the Bullet Bills. The second pipe also takes you to a bonus coin room. Find the hidden power-up to

1 the right of the pipe and take the beanstalk in the ledge above it.

At the end of the level you'll find a super springboard. No Mario, don't do it! You see, a super jump will carry you

WORLD 4

LEVEL 1

A new, red, vicious, not very shy Piranha Plant appears here – so be alert when you stand on the edge of those pipes. There's a power-up at the end of the '?' blocks, but it won't help you with the springboard: the problem lies in hitting JUMP when the springboard is extended, as half the time you've just fallen off. A running jump onto the springboard is required – expect to practice this one.

You'll come across three pipes in a row: the first takes you to an underwater sub-level, and you'll surface beside a beanstalk block. If you take the beanstalk to a cloud bonus, you'll discover a loop – if only you had the time, you could repeat your coin-grabbing ad infinitum.

Watch out for a nasty hole just before the flagpole.

LEVEL 2

The power-up here is very hard to reach if you want to stay alive, so you might find the Starman in the next brick after the tall cannon rather more helpful. Another power-up awaits you above a cannon by the red Koopa. The Hammer Brothers are planning another ambush further on, the first one appearing after a coinbox, which only normal Mario can access, so make sure you get it. When you come across two pipes together, the first will take you to a bonus coin room.

LEVEL 3

Don't be afraid to make big jumps into the unknown. Although you don't need to, you might find it easier to bounce off the second red Koopa's beaky head to make this jump. It's a good technique to pick up for exploring and reaching high blocks. Those last two awkward blocks take you to the flagpole.

LEVEL 4

Run under the first fire-bar and hit the third '?' block on your way under to collect a power-up.The second long fire-bar can be troublesome, so manoeuvre Mario until its fulcrum has just disappeared off the left edge of the screen. It won't bother you again. You now have space to concentrate on the next jump (to the fulcrum of the next fire-bar and off again quickly). Remember that you can bounce off a wall for extra height. When you've dashed across the lift, you'll find – oh-no! – the Hammer Brothers again. Do they *ever* give up? Just keep running and jump over them, and they'll disappear off the left of the screen.

WORLD 6

LEVEL 1

This level starts with a guarded shelf containing a power-up, which should be solved as level 1-1. The next shelf contains a Starman, and now you can bash through to get the 1-up hidden above it. Use the Starman to dash along as far as you can, but if you lose it, a running jump will take you over the first Hammer Brother (bop a hidden block to get over that tall pipe). A running hop from the cannon will get you over to the steps.

You'll find a power-up (the fourth block) and a poison mushroom in the long row of '?' blocks – only one can appear on screen at a time, so don't go bopping along with carefree abandon. There's another windy pyramid to traverse and you can get down to that pipe by jumping onto the falling platform and back again. It takes you to a watery sub-level packed with coins, but should you die here you'll return to the start of the level.

LEVEL 2

A more treacherous underwater level, as there's practically no floor for most of it (meaning you have to avoid those Bloopers) and you'll wear yourself out swimming against the currents, but walk (well, dash) along if you can. With sinking platforms pushing you down too, the best bet is to stay high for as long as possible and sink rapidly only when you need to dodge.

LEVEL 3

Another Cheep-Cheep bridge bombardment, so take it a bit at a time and you'll have no trouble. There are two obvious blocks of goodies, the first of which can be reached off the back of this Koopa.

LEVEL 4

Another maze level, but follow the path above and you'll whizz through in. Listen for those bells and buzzers, telling you if you've gone the right way.

WORLD 5

LEVEL 1

Take the pipe to a bonus coin room and you'll come out by the windy pyramid. Fall off the edge of the pyramid and jump to reveal a 1-up mushroom: you can then use the block to get back up. If you're using Mario, this jump is tricky: start running from a couple of steps down and do a small hop to the top without stopping, launching yourself from the edge of the pyramid at the very last moment. If you keep DASH held down for the entire operation then you should build just enough momentum to carry you over.

The next big chasm should be vaulted with a running jump – don't try doing it from the block at the edge – and you can use the Koopa's back as a stepping stone for extra distance.

There's a Warp Zone to World 6 here too – look for two brick ledges and bop the top right brick for a beanstalk.

LEVEL 2

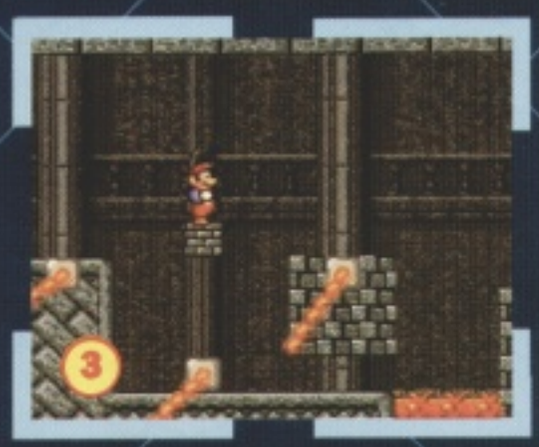
Look out for some goodies in the lower shelf to the left of the third pipe, and prepare for some extremely tricky pipe-leaping. If you get right to the end of this screen with Luigi, jump up onto the ceiling just before the exit pipe and walk on to find a Warp Zone to World 7. Alternatively, look for a beanstalk taking you to a Warp Zone to World 8.

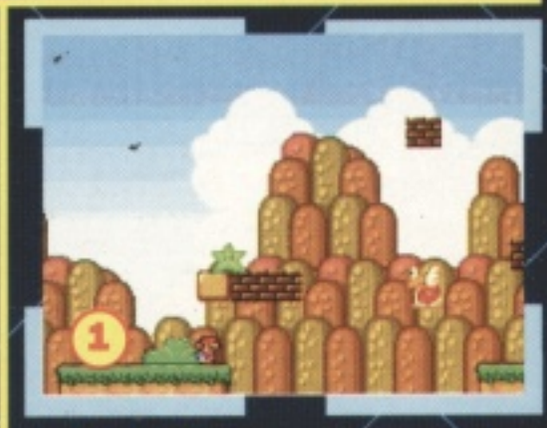
LEVEL 3

Unless you actively move off, this first lift will carry you along until it vanishes. However, you'll need to take the mid-air pipe or the level will continue to wrap around, like the maze levels.

LEVEL 4

Horrible! The jumps are far worse than the fire-bars and the Podoboos – until you get to the enormous fire-bar, that is, at which juncture I take back everything I just said. So you might find this power-up welcome.





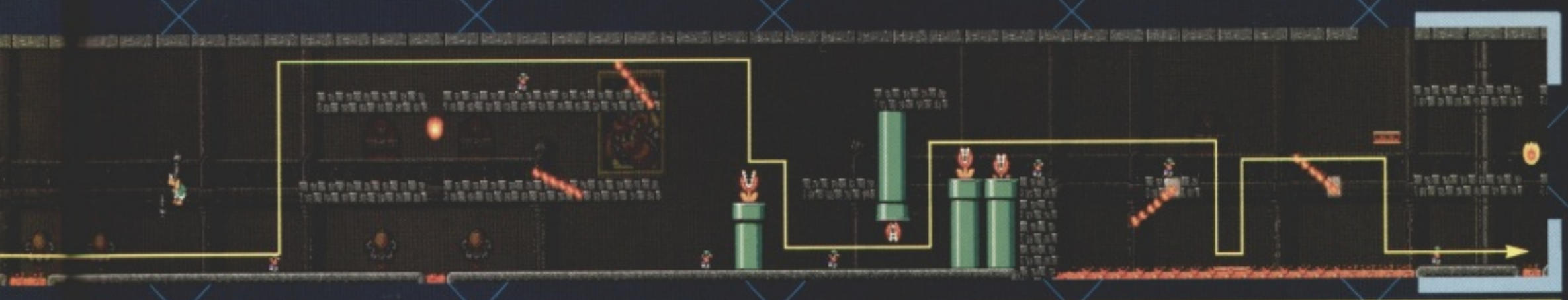
WORLD 8

LEVEL 1

More Buzzy Beetles and Koopa-back jumping, you'll be sorry to hear. After the second long jump there's an almost unavoidable Piranha Plant, and a Hammer Brother waiting for you with a selection of durable hand-tools. The other brother is stationed further on behind the cannon and the brick steps, of which the first step is a power-up. Gosh, how generous.

LEVEL 2

Look for a power-up above the first lift. When the wind starts up, you're near two hidden blocks – one coinbox, one poison mushroom. Use the springboard to jump



WORLD 7

LEVEL 1

1 Those bricks over the first pipes hold a power-up, which you'll probably need after facing Bowser. To the right of the pipe, after the cannon, you'll also find a Starman, but this will prevent you bouncing off the red Koopas to get to the high pipe. If you take this pipe, you'll reach a strange bonus room full of Piranha Plants.

Surfacing beside a cannon, you should be ready to dodge the Bullet Bills before engaging in some shell kicking. Take the next pipe to come out near the Hammer Brothers.

LEVEL 2

Grab that power-up found in the '?' block, as you travel along on the lift. This level also wraps around, unless you jump onto the high pipe and squat (again, those Koopas make excellent

stepping stones). Watch out for Lakitu in the next section. Take a running jump over the third fire-bar and bounce off two falling platforms, then use a Koopa's back to reach more falling platforms and a tall pipe. Don't stop here, but keep dashing to make a big jump from the edge of the pipe to the flagpole. Now you can take a deep breath, and relax.

LEVEL 3

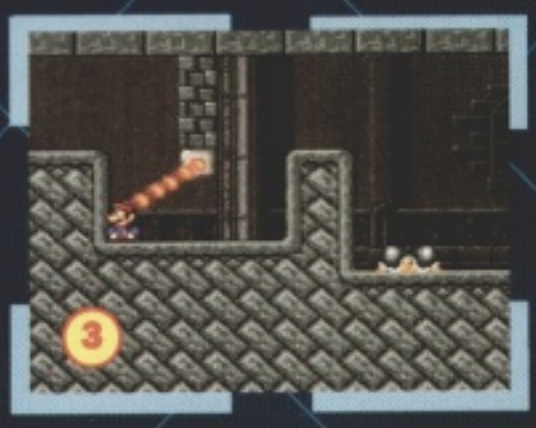
2 Bleak, isn't it? The abundance of super springboards means that Mario spends most of his time off-screen. You can ignore those mid-level pipes (they look promising, but they're not. The hours I wasted...) and the balance lift, and concentrate on lining up your next safe landing spot. Only some tricky fire-bar jumps stand between you and the flagpole.

LEVEL 4

Look for a moving platform on the lava, drop onto it and run along. There's a hidden power-up above the fire-bar: once you've bopped it, jump up and hook left to catch it. You can then jump from

3 the block to cross the lifts. Upon landing, crouch down until it's safe to move on. Dash over the gaps to the next fire-bar (watch out for Buzzy Beetles) where some more crouching in the corner and running is in order. Hurrah! You've done it!

Actually, I'm lying. You've still got to make some will-timed jumps over lava. And Podoboos. And a fire-bar. Then it's a showdown on the bridge with a spiny-shelled, fire-breathing hammer-throwing Bowser. All against the clock.



onto the top of the wall, hopping off again as soon as you touch down and doing likewise from the steps on the other side of the water. A Starman under

1 the next brick will help you against the Hammer Brothers.

To get out of this level, look for a Koopa hovering over a chasm. Jump off the Koopa's back when it is low and you'll be able to bop the block above it, revealing a beanstalk. The flagpole and fortress are in the clouds!

Were you to carry on through the level, you'd find a sheer wall. Nope, no hidden blocks – just a pipe, returning you to the beginning of the level...

LEVEL 3

Now we're in Cloudland, and I really couldn't get any further in the game without using Luigi. There are some huge leaps to make, and Mario is, quite frankly, too lardy for the job.

You can actually dash and jump straight through this level without stopping, but until you know it well it's best to take it easy. Wait on the first platform to take out that Lakitu as he approaches. Avoid the Koopa or bounce off it to the next plateau, then drop down

2 beside the springboard. Spring up to the next Koopa when it's high and it will give you enough momentum for you to reach the other side and – the Hammer Brothers! Urk! Still, you should be used to them by now. You'll find a beanstalk to Coin Heaven before the second wall, but it doesn't let you skip any dangers.

Now, there's a Starman in a hidden block after the pipe, but it stops you using the next two Koopas as stepping stones. Although it ought to be possible without them, I find I need to use them here every time – a great shame, as the Hammer Brothers are back.

Another impossible-looking leap, so look for two hidden blocks above you (the right one contains a poison mushroom). Make a running jump from the edge of the left one – DASH will take you over the gap – and hit the brakes for a moment on the balance lift, to make the other side rise. From the other lift, a smooth jump on and off a two-brick platform without stopping will get you to the flagpole. That's the theory, anyway.

LEVEL 4

Stand on the very edge of the steps and jump straight up – the block above will move you right a bit – then, as you descend, hold DASH and LEFT. You should just curl round under the steps, where you have enough space for a running jump over the lava. Keep running upon landing and you'll have enough speed to jump over the Podoboo and onto the fulcrum of the next fire-bar. Jump on again at a suitable moment.

Your next goal is that pipe under the ledge. If you don't make it off the Koopa's shell, get onto the next pipe and try jumping back (only small Luigi stands

a chance here). Get down that pipe or the level will wrap around.

You'll be taken to an underwater sub-level which, although fairly sparse, is made treacherous by a narrow corridor of fire-bars and Bloopers. I'll remind you that Bloopers won't come near the floor, but you're pretty much on your own here...

3 When you surface, there's a power-up hidden to your left: I'll wager you need it pretty badly by now. From this block, jump onto the ledge above the second pipe. Notice how the screen hasn't moved on? You need to get down to that pipe below. Take a running jump into the top right corner of the screen and bounce back left. Don't expect to get it right the first time. Or the second. Or the fifteenth, for that matter, but have patience. And did I mention the Piranha Plant? Unless you get the timing right – as it starts to sink – kiss that power-up goodbye.

You're now in the final part of the level, so don't take that first pipe or you'll go back to the water again. Look for another platform in the lava and don't be freaked out if you think the level is wrapping round – the game is messing with your mind! Plough on and you'll meet a pseudo-Bowser. This cheap imitation is actually damn good at his job, so dodge under him and run away.

The next jump is horrendous, and, if you die, you have to restart the level from the beginning. Two erratic Koopa Paratroopas block your jumping path, and a wild guess tells me that you're not in a position to fireball them. Don't hang around watching for an opportune moment – time is running short!

See those fireballs? That's Bowser. He's protected by a low wall and a fire-bar, he's throwing everything he's got at you. Stay calm and run underneath him exactly as you've done for the other seven worlds. Reach the axe and watch him die for the last time. A superb performance! Now you can celebrate – how about seeing all those friends you haven't seen since starting this game?

SUPER MARIO COLLECTION

SUPER PLAYER'S GUIDE

NINTENDO (JAP)

US/UK TITLE: SUPER MARIO ALL STARS

By Zy Nicholson

Super Mario USA

SUPER MARIO USA

If you've ever played the UK release of *Super Mario Bros 2* on the NES you'll be familiar with this already. It's actually a modified version of an old Japanese game called *Doki Doki Panic* and, apart from the appearance of a few familiar characters, it bears little resemblance to any other Mario game. There is no time limit, no point-scoring, and you look for mushrooms to extend your life-line (which shows how many hits you can take before dying). The object is to reach Wart's hideout and free the people of Subcon.

GENERAL TIPS

- The Y key allows you to pull up objects you are standing on – including monsters – and throw them. Thrown monsters will get back up again, unless they bump into another monster.

- To reach high platforms and objects you may need to use a power-jump: squat down for two seconds and 'charge up' before jumping.

- Pull up every bit of grass you come across. The items are the same every time, so you'll soon learn where to find bombs, potions and 1-ups. For every five ripe vegetables pulled, a stopwatch will appear and freeze your enemies temporarily. For every five cherries you collect, a Starman will appear to endow you with invulnerability. For every 10 enemies that you defeat, a life-replenishing heart will float up.

- Check out every vase (they act like pipes in the other games), as some contain keys and weapons vital to the level. The vases covered with mushroom blocks often conceal enemies. The floor of some vase rooms can be blasted with bombs or dug through.

- Rooms will reset themselves when you leave and return – which is useful if you misuse your allotted bombs, but a pain when they're full of monsters.

- The potions create doors to subspace when they are thrown. If they're used in certain areas, they can help you reach life-increasing mushrooms, but there's a limit on how long you can spend in subspace. The first two times a potion is used on any subworld, the vegetables that are uprooted will give you coins to use on the slot machine.

WORLD 1

LEVEL 1

Climb the first vine to reach the plateau. The clump of grass next to you is a potion, so throw the Shyguy off and use it to get a mushroom and coins. Throw the POW block to unleash smart bomb powers. There's another POW block after the floating logs, but pull up the 1-up in the grass next to it first.

Take the door to get to the top of the hill. Cross the waterfall with a running jump to take a short cut. Or, the first grass clump you see holds a potion, which you can use in the grassy area on the right to maximise your coins. Then climb the vines that lead to the clouds.

If you crossed the waterfall, look for bombs in the grass. Toss them down the ladder as they're about to explode and you'll blast away the wall.

Beat Ostro by using the eggs she spits out, jump on them and pick them up. Then run back and throw three at her and she's beaten, leaving a crystal ball.

1 Use it to open the hawk's beak – the gate to the next subworld.

LEVEL 2

When the Pidget on the flying carpet swoops at you, leap on him and pick him up: you now have control of the carpet! It doesn't last long, so head right and don't worry about the Beezos. Back on the ground, the first vase has a 1-Up.

2 The second vase holds the door key, but as you pick it up you'll wake Phanto. Shake him off by dropping the key. The key can also be thrown at monsters, but if you lose it you'll have to go back to the vase.

Once through the door, throw bombs or a Shyguy to take out the Snifit on the ledge. The grass to the right of the ladder is a potion, and if you blast through the rock on the right and use it down here, then you can reach a mushroom in Subspace.

LEVEL 3

This subworld has the first Warp Zone. Beneath the next small log bridge is a potion: use it to cross into Subspace. If you climb into the vase whilst in Subspace you'll be warped to World 4!

WORLD 2

LEVEL 1

1 You have to keep jumping through the quicksand or you'll be pulled under. Ignore the vases guarded by Cobrat snakes – they hold only turtle shells – but the first patch of grass holds a potion. The cherries under the Panser flower can be reached by jumping up directly under each one.

Inside the pyramid, use Y to dig through the soft sand. Move from side to side as you dig down, or a Shyguy will fall on your head. You can still jump up the sand ledges to avoid trouble.

LEVEL 2

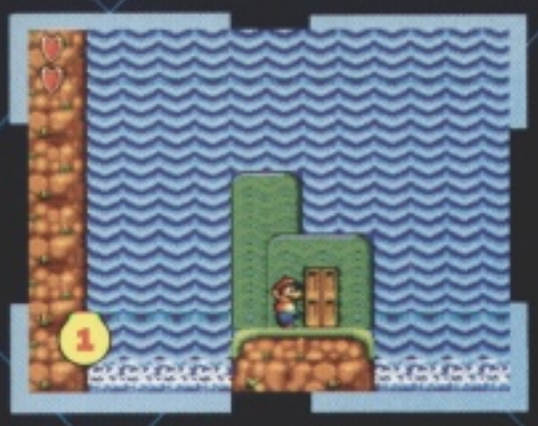
Plough on over quicksand and bones and you'll find an entrance leading to a 1-Up and a potion. A bomb and a power jump will knock a hole in the wall above.

The Cobrats are nasty but you can throw one to take out two or three others. After the Pansers, take the vine down to another digging area, where you should head down and right for the exit.

Ostro is back again, but this time she spits fireballs too. Fortunately you can also use the mushroom blocks to throw at her.

LEVEL 3

The first patch of grass after the ladder is a potion. Prepare for a swarm of Beezos to ruin your day, though if you can jump off the back of one you'll reach that high door to another potion. Next up you'll meet Pokey the wiggly cactus. Throw a Cobrat at him, or jump on his head and pull him apart piece by



find a secret door that takes you to the end of the level.

2 Ostro's back and she's a little tougher than before, but use the egg trick and duck the fireballs and you won't find her too taxing.

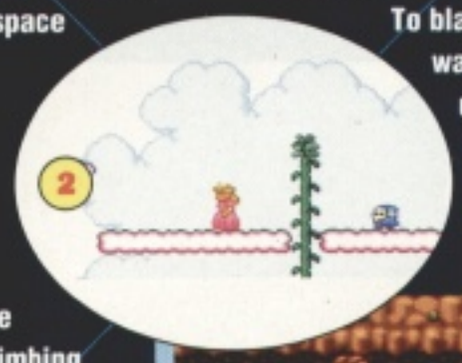
WORLD 3

LEVEL 1

Fall into the second waterfall and you'll find a secret cave. Inside this cave, the tenth clump of grass is a potion. Either stock up on coins, or use it beside the vase on the right. Climbing into the

1 vase whilst in Subspace will warp you straight to World 5.

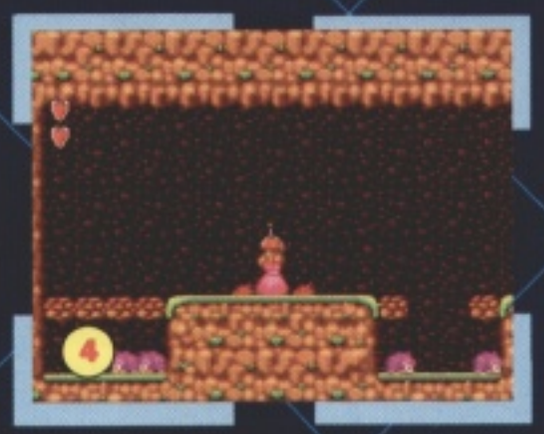
Ascend the cloud steps and another Pidget will appear. Grab his flying carpet and shoot straight up the middle of the screen, climbing onto the vine as soon as you reach it. The mushroom block is ideal for throwing at that annoying Panser flower. The small ledge to the right contains a potion, as does the brick area further right. If you chose to play the Princess, try a running jump from the left of the cloud you arrived on. You'll



To blast through the four walls below, use the upper two bombs on the first two walls and the

3 lower bombs on the next two,

always using the furthest bomb. If you need to exit this section to reset it, remember that a Snifit is waiting at the top of the ladder and press down as you leave.



Tweeters guard the next area, but you may be able to run underneath them. Blow away the next wall by dropping a bomb just before it explodes.

Have you noticed how everything is reversed in Subspace? Four spiny Porcupos are trapped in two pits. Pull the grassy clump on the left for a bomb and put it over the middle of the right pit. Then pull up a potion and enter

4 Subspace, where you'll be able to get a mushroom from the left pit.

Ostro *again*? Oh dear. The only thing to add here is that the exit lies beyond the mushroom blocks. Don't go back or Ostro will reappear.

LEVEL 3

Use the potion here in the grass to score a mushroom. Once through the door you will find three potential exits, the last of which is locked. The key is in a room at the top right, which you reach through climbing a wraparound tower. Although

5 you can jump straight up the middle from pot to pot, you should watch for Shyguys climbing out of them.

Enter the locked room and look for a door half-way up the right hand side. Go through it and climb up, then take the door at the top to return to the locked room. You'll have to hop Sparks again before

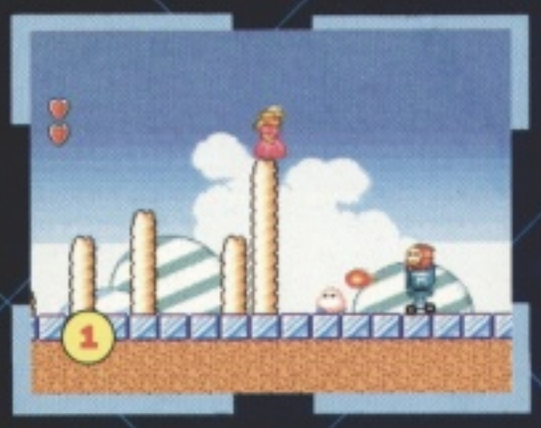
6 you can leave. Once you're outside, grab the turtle-shell and use it against the Ninjis. Mouser's back, but he takes more hits.

WORLD 4

LEVEL 1

The Princess is the best bet to get through this slippy, slidey ice world. Those snowball Flurries are fast and will turn around to chase you, but the Princess can stay airborne for most of this level and so avoid any trouble. When you get to the end, drop down to the bottom ledge and pull up the grass for a surprise ride.

1 The Shyguys riding Autobombs are quite vicious, but jump on them from an icicle and throw them at the Flurries, making the Autobomb your own vehicle.



LEVEL 2

The whale spouts are dangerous if you walk into them, but stand over the space where one has just stopped and you'll be given a lift up.

The third Warp Zone can be found on this level. After going through the door, head left as far as you can and pull up a potion. Then head right again across the whale backs (it's quite a

2 long way) until you see a vase. Enter the vase in Subspace to warp to World 6.

3 To get across the spikes, hitch a lift on a Shyguy or an Autobomb. Challenging Ostro on the ice is dangerous, so jump over her (you can safely stop to rest on her head!) and use the ledges on the right.

LEVEL 3

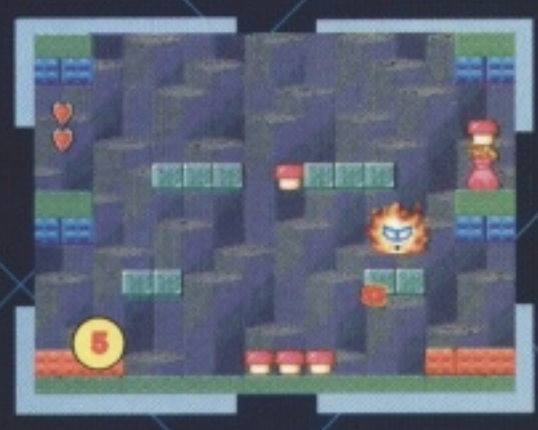
The first clump of grass is a potion. Don't throw it here, but go to the right of Ostro and

4 jump on an egg: you'll be carried over the sea to a place with grass to turn into coins.

After the tower, pick up another potion for coins. Ride a Shyguy across the spikes again, though you may have to jump at the last moment to fall through the gap. Beyond that door is the key to the exit at the bottom of the tower.

But first, you must face Fryguy. You need to hit him three times with a mushroom block, and the best strategy takes advantage of the wraparound screen. Stand on one side, throw the block at him, then dodge back to the other side of the screen. You can send him dashing from side to side until

5 you're ready to throw again. Fryguy will split up into six little Fryguys who are tougher to hit, but sometimes they'll bunch up in a group. When they do this, take them all out at once with a mushroom block.



piece. As he's quite tall, it's easier to jump on him from another object.

Inside the pyramid, fall to the right to catch a couple of cherries. The grass at the bottom is a POW block, but save it for the Tweeter in the sand and you can tunnel in safety. Dig for cherries and you can steam through the Cobrats who are guarding the crystal.

2 The boss is a three-headed fire-breathing Triclyde. To defeat it you have to hit it three times with the mushroom blocks (isn't this getting repetitive?). Remember that you still have all the time in the world, so don't be rash. One possible strategy is to build a wall of mushroom blocks to protect you from the fireballs so you can get into a closer throwing position. The heads can't breath fire too high.

WORLD 5

LEVEL 1

Because of the difficult jumps to make here, choose Luigi or the Princess. Skip across the logs in the first waterfall section. With good timing you can use the Trouters as stepping stones, but the Princess can cover this second waterfall with a running jump. Logs and Trouters will serve as hopping points after this, and if you take a high jump off the last log and land above the brick wall you can drop down a chute on the right. Pull the block to get down, then pick up a potion and enter

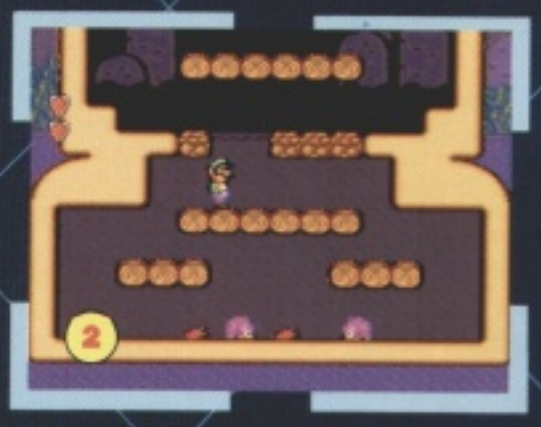
1 Subspace to reach the mushroom that you have freed.

Ostro shoots only flames now, and she must be hit three times with the mushroom block.

WORLD 2

2 Climb inside the first vase and pull up a bomb to destroy the floor. There's a potion below.

Hoopster beetles protect the vines here. Ride on their heads until such time as you need to pick them up and throw them (at the Panser, for example). After the giant vine and the



doorway, you'll need to jump from vine to vine dodging the Hoopsters coming down from above.

Time to freefall again – the door is on the right, but spiked ledges stop you clinging to the side. Press RIGHT when you see the shaft begin to widen.

WORLD 3

This level starts with a Warp Zone.

3 Choose Luigi for a power-jump to the ledge above the ladder, then use the potion to enter the vase and warp to World 7.

If you don't warp, prepare to face the Bob-Ombs. Some are paratrooped in by Albatosses, and you'll get burnt if you run into them or get caught in their explosion. Use the potion to get extra cherries in Subspace and go all out for a Starman.

Now cross the ledge and take the ladder, but ignore the mushroom block here, as it's holding Shyguys in the pot. There's a potion beyond the wall, but using dangerous Bob-Ombs to blow a path to it is not really worth the effort. Look out for a turtle-shell later

on: it's most effectively used against the Panser.

The next zone requires you to go down the right shaft and up the left. When the Pansers roll towards you, make use of the wraparound to avoid them. Hijack another Pidgit and make for the clouds, where Ostro is waiting at the end. But Ostro isn't the final boss.

4 Clawglip the crustacean overlord (well, he's pretty mighty as crustaceans go) throws boulders which you can't catch. You have to jump on them when they roll and pick them up to throw back at him. Use the ledges to throw them from, and to wait on for the next boulder. It takes six hits to beat him, and he is easily the hardest boss in the entire game.

WORLD 6

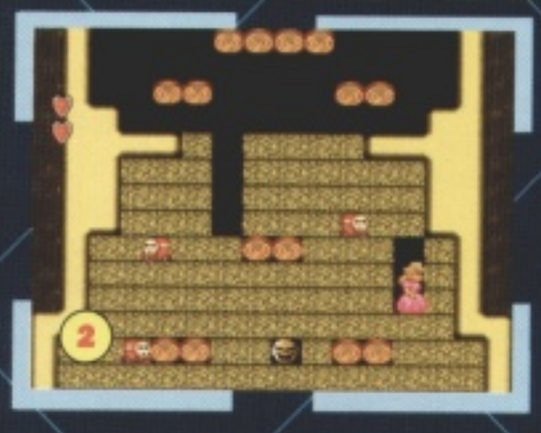
LEVEL 1

The Princess may be slow, but she can fly past foes and quicksand. You can also sail over Pansers if you choose your moment. Hop onto the first stretch of quicksand and jump back quickly,

1 because a Cobrat will leap out. Jump on it and use it against the next two. There's a potion in the first jar but the rest contain turtle-shells.

You'll need a key for the door at the end of the underground passage – it's in the fifth vase from the right, and you have to dig. There's also a 1-up in the

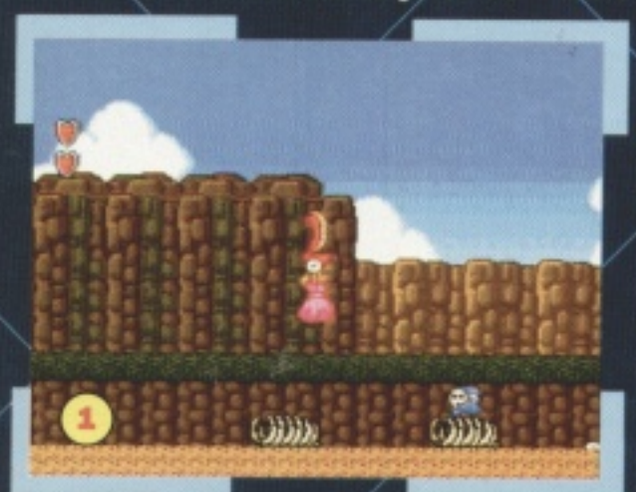
2 third jar from the left. Through the door, meet Ostro again.



3 end of the scene. You'll need to switch birds a few times and jump to avoid Beezos. If you drop onto the grassy cliff, look for a potion and use it here for a mushroom in Subspace – it does mean you'll have to ride a bird back to the start, though.

LEVEL 2

Hitch a ride on an Albatoss to get to the



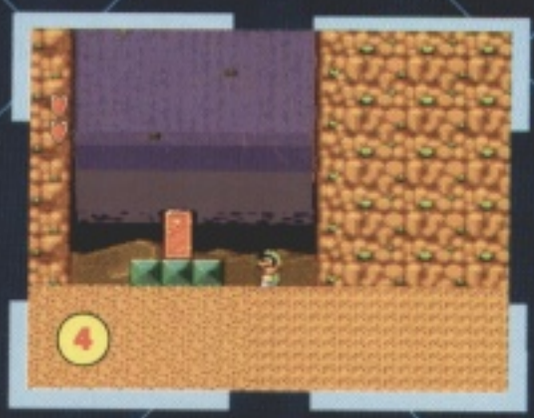
LEVEL 3

Here's another sneaky shortcut. At the top of the ladder, go left *under* the wall and keep pressing JUMP to

4 stay afloat. You'll surface near a doorway that will take you close to the bosses.

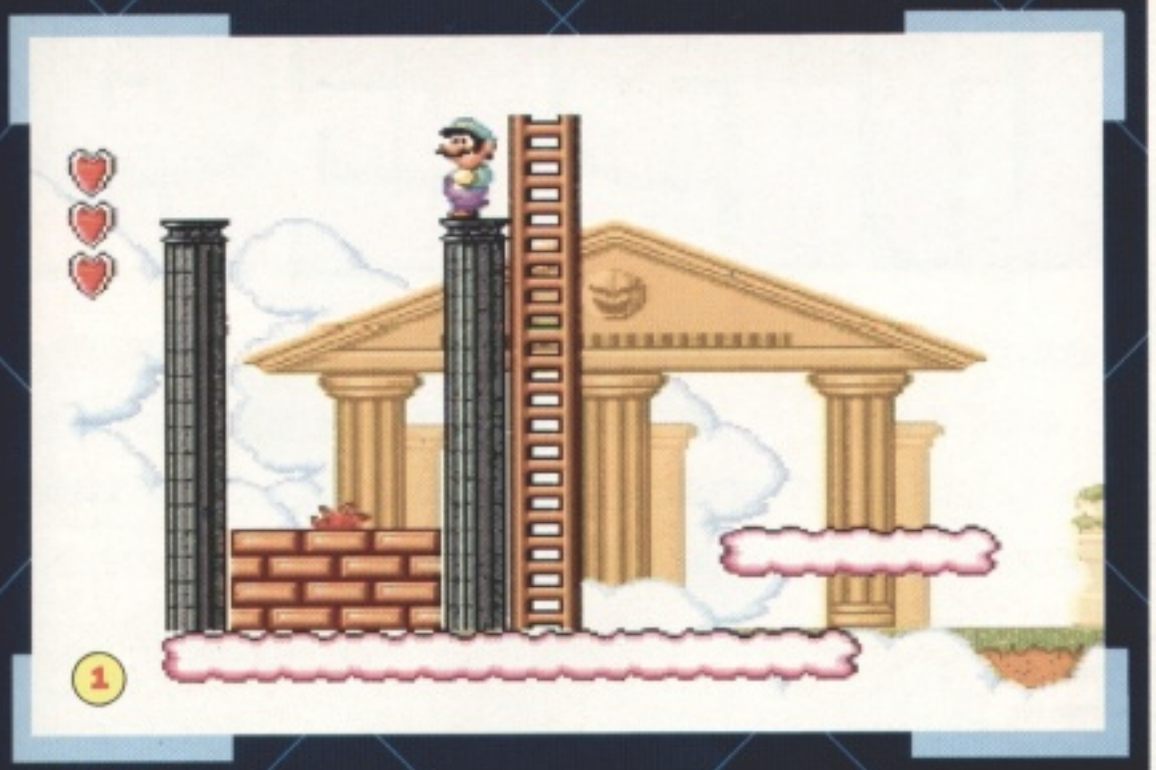
Find a potion at the beginning of this level which should be used on the bones for a mushroom. After a stretch of desert obstacles similar to earlier levels you'll find a ladder going underground to some vases. Stay at the top of the ladder to watch some of them self-destruct before moving on.

Gather bombs to blast through the



walls. There's a potion in the third section and some grass below, but its not worth the effort. The vines are tricky to negotiate so go slowly. It's easy to fall off here. They'll take you to yet another bout with Ostro: space is tight, but there's room to jump on eggs.

Triclyde is the boss again, but stay cool. Build a wall of mushroom blocks on the right of the platform (it's not solid so you can jump *through* it) and he can't touch you. Now you can make running tosses from the left of the platform. Three hits should do it.



WORLD 7

LEVEL 1

Hop from pole to pole to avoid Ninjis and Bob-Ombs. You'll find a potion at the top of one: carry it back to the grassy area and use it there for a mushroom. Another mushroom is yours if you use the potion in the little house.

Climb up on the roof and wait for an Albatoss going *left*. If you find that one doesn't appear, try killing some Shyguys below and standing on the left of the roof (it's a design problem concerning the number of sprites allowed on screen).

1 Pretty obviously, you want to drop off here and pull that grass. You arrive in a cloud maze – dash back and forth to fall down each stratum, and don't jump or you'll undo all your hard work. For this reason you'll need enough life to get past the last Snifit. The next section is charged with Sparks, so hit them with mushrooms before using the blocks to build a stack from which you can jump up to the next section. Don't screw up the jump or the Sparks will be back again below!

After some vine-swinging you will face a fire-breathing Ostro and you only have one mushroom block with which to immobilise her.

Jump on each Snifit and throw it at the next. There's an exit under the conveyor belt but it's hard to reach, so go for the one far right. After the next room, head upwards. The chains keep you out of the way of the Sparks, but if you *are* hit use your temporary invulnerability. Take the left side when you reach the three Spark ledges and the left-most chain will lead to a doorway. Pop outside, fall down, grab the potion on the right and use it for a heart-giving mushroom.

On your return, grab that hapless Tweeter and skip up the blocks to throw it at the Panser.

2 Don't expect to get through the Spark maze first time: the chain and the door above it is a midway restart point. Use the POW block to wipe out the Sparks in the next section, and stay low when you reach the moving walkway.

Guess what? You have to fight Ostro for the sixteenth and final time! She's holding the key to the next door, but when you pick it up you'll be hassled by Phanto again. Keep throwing it around (preferably as a weapon against the Sparks) and things will be easier.

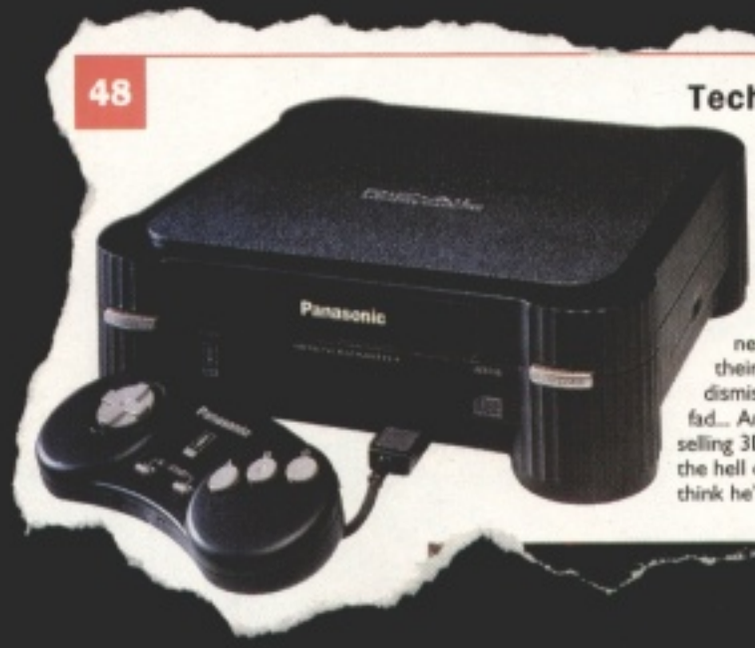
The next room looks innocuous enough, but is very dangerous. When you pick up the crystal ball, the hawk gate will come alive and attack you! Make sure you have all the mushroom blocks close to hand before you pick up the crystal, so that you can clobber the door. Squat to avoid it when it swoops and whack it again twice: suitably chastised, it will return to its duties as a portal.

LEVEL 2

This is the very last, and biggest, of the Subworlds: there are several possible routes to take but I'll stick to describing just one of them and you can then discover the rest for yourselves. The Princess is a good bet for the start of this level as she can skim over the monsters and conveyor belt. However, you might decide you need Luigi later on for the showdown.

3 The final confrontation with Wart! From his perch he spits forth deadly bubbles. How to counter-attack? Could it involve that vegetable-vending machine in the centre of the room? (*Get on with it – Ed.*)

Catch the veg as you caught Mouser's bombs, and throw them at Wart when his mouth is open. Six hits will finish him. Now sit back and watch the end sequence.


48
Techview:
multimedia
It is universally acknowledged that Trip Hawkins is a smart guy. So smart, in fact, that EA were years late getting into the console market and nearly went broke because their boss, one Trip Hawkins, dismissed consoles as a passing fad... And this is the guy who's selling 3DO? Edge asks: what the hell does Trip Hawkins think he's playing at?
Edge: not what you'd expect

EDGE

The **future** of videogaming

Issue **two** onsale at selected newsagents now

SUPER

Clean, safe, versatile fun for all ages. Do not expose to temperature extremes, spikes, pigs on space-hoppers or other odd hazards in System 3's pliable platformer.

The plot, such as it is, has you ascending a tower to Putty Moon, rescuing bots from its various levels. But Dazzledaze the cat (left) is intent on stopping you, for some reason. Oh look, just play it.

GLOBULE DOMINATION

You're thinking to yourself, 'OK, so the central character is a small blue lump of putty. Hero material? Modelling material, more like. Being able to hold glass panes in a wooden frame isn't exactly a superpower, is it?' Judge for yourself, as we pull *Putty* apart. Just like we used to do at school, in fact, shortly before all the windows fell out.

The blue punch, ideal for breaking the ice at informal soirées.

Putty flattens itself out to absorb objects and enemies. It's invulnerable in this pancake state too.

Spung! is not quite the right sound for Putty's squidgy bounce. I'm sorry. Onomatopoeia fails me today.

Putty can squeeze under monsters and glop from ledge to ledge at high speed.

Pump the X button and Putty inflates... before exploding and blowing his opponents to Smithereens. I've been to Smithereens, and it's rubbish. You wouldn't want to be blown there.

Putty always has trouble making toast with the cooker's eye-level grill.

This high speed undulation is a run...

Having absorbed a magical item, Putty can adopt the form of a monster and shoot back. Here he prepares to indulge in a bit of the old ultraviolence.

After all, no amount of plot can justify this Nippon level: fireworks, bonsai and birds laying miniature Sumo wrestlers. Yes, quite.

Down at Bob's, the rescued bots enjoy a drink and a boing. Poor Bob.

Putty reacts to accusations that he used Blu-Tack™ as a body double.

The original line-up, before the demise of the drummer in a bizarre hoovering accident. They still haven't got him out of the carpet.

PUTTY

UK Release

Game: Super Putty
Publisher: System 3
Developer: In-house
Price: £44.99
Release: October
Players: 1 or 2
Cart ROM: 8 Mbit

Dougal & the Blue Cat. Blue Meanies. David Lynch's *Blue Velvet.* That plasticine character in *Trapdoor.* Windolene™. The Orb's *Blue Room.* Strange Wonderful Things always come in blue.

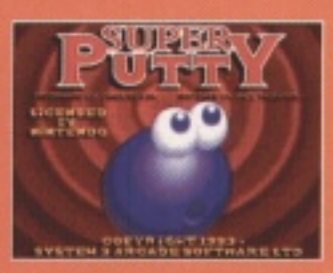
And here is your Uncle Ted. When you find him, he'll play a frantic tune that will have all the enemies on screen dancing and pogo-ing on the spot. Use the opportunity to bounce safely past them. Those teeth, if picked up, will let you absorb bigger enemies than before.

GOAL
Drop the bots off here within the time limit.
Initially frozen, the bots get livelier and harder to catch as you progress.
Punch the falling barrels, or flatten out to let them roll over you. Tidy.
Smash the ice and absorb the bot to carry it with you.

Here's the first, smallest, level in full. They get bigger, harder and more frenetic very quickly.

Tricky business, this toys level. Watch out for the Gumshoe and avoid the killer teddies!

GOOD, BAD OR UGLY?



We've been waiting to see this conversion for quite a while now, but System 3 have wisely taken the time to get things just right. The result is, I'm happy to say, a radiant little gem of a game. *Putty* is a joy to behold, and it's worth playing the training level just to watch him gloop from one ledge to another. Character animation is silky-smooth, and they even manage to squeeze some expression into those simple cartoon eyes. The discerning eye will also spot a couple of visual gags on these pages.

The BGM and FX are bizarre – all manner of burps, grunts, and sampled speech (try punching that Scouse Sausage boss for a touch of Harry Enfield) – and includes a rousing rendition of a kitsch early '60s theme somewhere between *Telstar* and *Apache*, as performed by The Blobs. Check out that Hammond organ vibe, grooveniks! Even so, it's the frenzied Bontempi action of Uncle Ted that wins my Eurovision Song Contest vote. And I don't even have an Uncle Ted.

The difficulty of the game is debatable – some people have trouble controlling the numerous abilities of the little blue blob, while others have complained (of the Amiga version) that the game is far too easy. Personally, I found it quite tough: a good deal of perseverance is required to solve each new level, and the key to success lies in finding the quickest and safest route to transport the bots to their saucer. Control isn't a problem, though, as the joypad buttons are ideal for supporting Putty's range of abilities.

As soon as you progress you are presented with new monsters and obstacles, whose habits and weaknesses (if any) you must discover. You can't expect everything to be polished off with a quick punch. Although it isn't truly a puzzle game, it helps to have a mental disposition towards planning your manoeuvres with economy and precision. The sprites, though cheekily well-defined, are all very small, and the levels only cover a few screens (the game's Amiga roots poking through) so it isn't the sort of platformer where you plough through at high speed admiring the parallax.

This review can't pass without a few reservations: firstly, that *Super Putty* is yet another cutesy platformer (as if your SNES needed another one...); secondly, that it's not as addictive as you imagine it ought to be. Sometimes there just isn't enough action to get you furiously worked up about getting to the next screen. The frustration of losing your last life to a silly mistake will usually make you have another go, but not always. It's also annoying that you can disappear off the top of the screen when jumping, and occasionally get hit by bombs dropped by a flying beastie you couldn't actually see.

That said, this is still a splendid little outing unlike anything else you'll have seen on your machine. Er, because it's essentially a rather good Amiga game.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
89%	84%	85%
GAMELIFE	OVERALL SCORE:	84%
80%		

VERDICT: Not entirely compulsive, despite its weirdness: but *Putty* remains slick, humorous, and puts much of the competition to shame.

THE INCREDIBLE CRASH DUMMIES

If Larson's right, one day it'll be the white-coated boffins accelerating towards the brick wall. Until then...

UK Release

Game: The Incredible Crash Dummies
Publisher: Acclaim
Developer: Gray Matter
Price: £TBA
Release: October
Players: 1
Cart ROM: 4 Mbit

Before you can accuse the game of lacking character motivation, Dr Zub is kidnapped! Better rescue him, I guess... ...Oh dear. After a series of mishaps involving untested household gadgets, Slick seems to have a rather different problem with motivation.

Those hedge trimmers are nippy, so let spanners fly.

Recognise the pose? Slick used to appear in low-budget films, whenever someone was thrown off a cliff.

This oversized Rap'tou blender (with whisk attachment) is actually the third zone's boss. And remember, this offer isn't available in the shops.

'But I was promised a walk-on part!' Even Sherilyn Fenn would turn down *this* role.

SICK HUMOUR?

The novelty of the whole affair lies in the fairly unique 'damage' system, by which Slick loses first his legs, then his arms, when hit. But once you've run through the gamut of obvious 'missing body parts' gags (ooh, side-splitting)...

...you find a rather dubious vein of humour running (er, wrong verb) through the game.

...and Python quotes ('Pah! It's just a flesh wound!'), and actually see Slick in road-hugging action...

GOOD, BAD OR UGLY?

These characters enjoyed considerable success on the Game Boy. And now with their new-found fame the boys have made the rather unorthodox move to the luxury of the SNES, where another triumph is perhaps expected. But what has been added to their antics to make the transition a worthy one?

Erm... not much. There's nothing about the sound or graphics to suggest a major investment of effort in this version, and apart from little bits and pieces (like the sampled screech of brakes when Slick does his low slide) it's pretty unimpressive in its presentation. Still, there are other factors that can determine the quality of a game – lasting appeal, for example?

Crash Dummies is one of those platformers where you have to play each level over and over until you know exactly where to run and where to brake, where to jump and where to fall. Until then you don't stand a chance – the dangers fly at you so fast that you often don't have time to react. Even when you do manage to dodge an obstacle, you find that you've still lost a limb because of an unavoidable shard of flying debris. Sigh. So you note the incident and resolve next time to shoot a spanner at the thing *before it even appears on screen*. Not my idea of interactive fun, somehow.

This *can* work, sometimes, usually by rewarding your perseverance with a novel twist, a different ability, or a new enemy to kill. But you'll find few surprises here. *Crash Dummies* lacks the addictiveness it so badly needs to support the style of play.

The central concept is quite original – being oblivious to pain, Slick just keeps on going, despite the loss of his various members. All manner of appalling accidents await him but, like the T1000, he'll pull himself clear of a motorcrash by the melted plastic of his remaining arm. Regrettably, that's not to say the idea has been well executed. I don't feel that this game does justice to either the concept or your Super Nintendo.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
40%	43%	38%
GAMELIFE	OVERALL SCORE:	
49%		41%

VERDICT: For the price of this cart you could actually buy a Game Boy. Perhaps you should ask yourself exactly what you want from your machine?

NINTENDO GAME ZONE

new look!

THE BIG GUNS ARE HERE!

- The inside story on the softies' current movie mania – and what it means to you
- Exclusive news: Argonaut's next FX game
- 36 pages of reviews,10 pages of news, 11 pages of previews and other stuff...
- ...Only in November's *Game Zone*.

On sale Thursday 14 October

A few more reasons to try the stunning new look *Game Zone* *(as if you really needed them)*

- Free 1994 previews booklet
- Nifty free badge
- Another splendidly tasteless gift

Like good, only *better*...

from the makers of SUPER PLAY - need we say more?

SUPER F1 CIRCUS 2

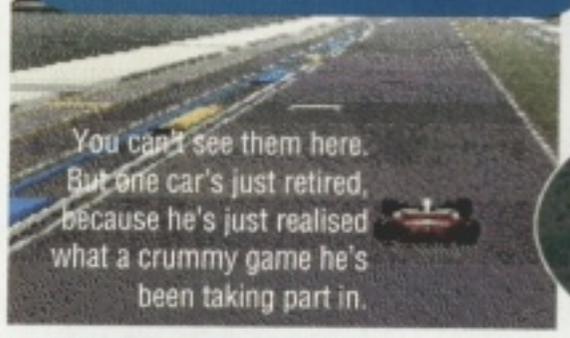
From 0 to 100 in 3½ seconds and from 190 to 80 in under 2½. That's what real racing cars do. So why does it take an average of 10 real minutes just to qualify for an *Super F1 Circus 2* race?

With most Mode 7 racing games you need help to get you round the bends. Okay, so it's a yellow arrow, but you get the point.

Japanese Release

Game: Super F1 Circus 2
Publisher: Nichibutsu
Developer: In-house
Price: £69
Release: Out now
Players: 1
Cart ROM: 12 Mbit

Thanks to Console Concepts, (0782) 712759, for the loan of this cart.



You can't see them here. But one car's just retired, because he's just realised what a crummy game he's been taking part in.

Tedious, depressing, boring... You'll soon find yourself devoid of adjectives to describe this section of the game.

Gain those all important seconds by tuning the component parts to the correct balance. A sort of synchronous synergy.

Plan your car strategy using this screen. There's no point in fitting Michelins if it's going to be dry, for example.

Now where's that nitrous oxide booster? You'll either whoosh past your adversaries or die laughing in the attempt.

Choose the Benetton team and you can be ace loony driver Michael Schumacher.

The nicest thing about this game is the different views you get. It's a real pity they add absolutely nothing to the dire gameplay.

Amazing. The nicest of smiles meets you when Time Attacking. Doesn't she realise there's a good chance you could die from high velocity death out there?

GOOD, BAD OR UGLY?

A driving game on the Super Nintendo, with the super prices that gamers are expected to pay, should be nothing less than super. If only that could be said of *Super F1 Circus 2*. But sadly, this game doesn't live up to the promise of its name. There's absolutely nothing 'super' about it at all. And that's a shame, because the Super NES is well capable of producing a driving game so good that you end up finding yourself swaying into the corners, and leaning back as you brake.

Everybody knows how much Mode 7 can add to a game's aesthetics. (And *Super F1 Circus 2* does look quite nice – the original game, if you recall, was an overhead-view affair that somehow got 74% in issue 1.) But is it really appropriate when all it succeeds in doing is to make the car look and feel as if it's hovering above an air track? Nope, in this instance, gameplay has been sacrificed on the altar of beautification. The only realistic sound to complement the graphics is that of the car engines. There aren't even any skiddy, screechy noises of complaint when you throw your car into corners at breakneck hoverspeed.

It's frustrating, too. All you really want to do with a racing game is race against the other cars straight away. But, before you can get properly stuck into *Super F1 Circus 2*, you have to go through a qualifying stage of unmitigated tedium – two days of five-laps-a-day 'time attacking'. Certainly, you can customise your car while you're in the pits. But the seconds this shaves off the clock hardly eases the agony of the whole qualifying experience.

I qualified while playing in the *Game Zone* office, and not one of the *Zone* boys could believe how long it took me to do. And when I finally did manage it, I discovered perhaps the most disappointing aspect of the game – the races themselves take absolutely ages as well. And most of the time you're racing on an empty track, whether you're ahead or behind, which, frankly, is boring.

● Steve McGill

GRAPHICS	SOUND	GAMEPLAY
80%	67%	30%
GAMELIFE	OVERALL SCORE:	34%
20%		

VERDICT: For this price, you should expect a lot more excitement for your money. Don't even bother trying 'cos its not worth buying.

WIN A YEAR'S WORTH OF SNES FUN!

GET INVOLVED!

With our reader survey

Yes, we need you to talk to us again. Fill in this survey and you could win a year's subscription to *Super Play*, plus the choice of a SNES cart; *Cybernator, Tiny Toons* or *Pop'n Twinbee*. Just go through these simple questions, ticking furiously with your pen. Then simply shove your name and address down and if you're one of 20 lucky winners, you'll get your prizes. And you'll have helped us out, too. This survey is in conjunction with Konami, by the way. Get ticking!

First some questions about your readership of *Super Play*:

1 How often do you read *Super Play*?

- Almost always (at least 3 out of every 4 issues) ❑ 1
- Regularly (between 1 and 3 in every 4 issues) ❑ 2
- Occasionally (less than 1 in every 4 issues) ❑ 3

2 How often do you, personally, buy *Super Play*?

- Almost always (at least 3 out of every 4 issues) ❑ 1
- Regularly (between 1 and 3 in every 4 issues) ❑ 2
- Occasionally (less than 1 in every 4 issues) ❑ 3
- Never ❑ 4

3a Did you, personally, buy this copy of *Super Play*?

Yes ❑ 1 No ❑ 2

3b If yes, where did you buy it from?

- Independent newsagent ❑ 1
- High street newsagent chain ❑ 2
- Supermarket ❑ 3
- Home delivery by newsagent ❑ 4
- Subscription to the magazine ❑ 5

4 Roughly how many people, including yourself, are likely to read the copy you are looking at now?

- 9 or more ❑ 1
- 6-8 ❑ 2
- 4-5 ❑ 3
- 2-3 ❑ 4
- 1 ❑ 5

5 On average, about how much of *Super Play* do you read or look at (excluding advertisements)?

- Cover to cover; all of it ❑ 1
- More than three-quarters ❑ 2
- About half to three-quarters ❑ 3
- About a quarter to a half ❑ 4
- Less than a quarter ❑ 5

6 How long do you think you spend reading, or looking at, an average issue?

- 3 hours or more ❑ 1
- 2-3 hours ❑ 2
- 1-2 hours ❑ 3
- Less than 1 hour ❑ 4

7 Roughly how many separate times do you think you pick up and read, or look at, an average issue?

- More than 10 times ❑ 1
- 6-10 times ❑ 2
- 4-6 times ❑ 3
- 2-3 times ❑ 4
- Once only ❑ 5

8 What will you do with this copy of *Super Play* when you've finished reading it?

- Keep it for reference ❑ 1
- Pass it on to someone else ❑ 2
- Throw it away ❑ 3

9 Do you read any of these magazines regularly (at least once every six months)?

- *Sega Power* ❑ 1
- *Total!* ❑ 2
- *MEGA* ❑ 3
- *Game Zone* ❑ 4
- *Sega Zone* ❑ 5
- *GamesMaster* ❑ 6

Now a few questions about TV and radio:

10a Which of these TV services do you ever watch at home, and which one of them do you like best?

	Ever watch	Like best
BBC1	❑ 1	❑ 1
BBC2	❑ 2	❑ 2
ITV	❑ 3	❑ 3
Channel 4	❑ 4	❑ 4
Satellite or cable	❑ 5	❑ 5

10b And about how long, on an average day, do you spend watching TV?

- 5 hours or more ❑ 1
- 3-5 hours ❑ 2
- 1-3 hours ❑ 3
- Less than 1 hour ❑ 4

11a Which of these radio services do you like to listen to?

Radio 1	❑ 01	Radio 2	❑ 06
Radio 3	❑ 02	Radio 4	❑ 07
Radio 5	❑ 03	Capital FM	❑ 08
Capital Gold	❑ 04	Kiss FM	❑ 09
Atlantic 252	❑ 05	Virgin 1215	❑ 10
Other commercial radio station			❑ 11

11b And about how long, on an average day, do you spend listening to radio?

- 5 hours or more ❑ 1
- 3-5 hours ❑ 2
- 1-3 hours ❑ 3
- Less than 1 hour ❑ 4

Some questions about what you do when you're not reading *Super Play*:

MUSIC/VIDEO EQUIPMENT:

12 Which of the following do you use in your home, and which of them do you have in your room?

	Use in home	Have in room
Personal CD	❑ 01	❑ 01
Personal stereo	❑ 02	❑ 02
Portable radio/cassette	❑ 03	❑ 03
Mini/midi hi-fi system with CD	❑ 04	❑ 04
Mini/midi hi-fi system without CD	❑ 05	❑ 05
Racked hi-fi with CD	❑ 06	❑ 06
Racked hi-fi without CD	❑ 07	❑ 07
Hi-fi separates	❑ 08	❑ 08
TV	❑ 09	❑ 09
VCR	❑ 10	❑ 10
Camcorder	❑ 11	❑ 11

RECORDS/TAPES/CDS:

13 Thinking of the last three music recordings that you bought, what kind of music were they? (tick up to three)

Rave/dance	❑ 1	Rap	❑ 5
Chart/pop	❑ 2	Soundtrack	❑ 6
Heavy metal	❑ 3	Reggae	❑ 7
Rock	❑ 4	Acid jazz	❑ 8
		None of these	❑ 9

14 How many of the following have you bought in the last 12 months?

	Vinyl records	Pre-recorded cassettes	CDs	Music videos
10 or more	❑ 1	❑ 1	❑ 1	❑ 1
5-9	❑ 2	❑ 2	❑ 2	❑ 2
3-4	❑ 3	❑ 3	❑ 3	❑ 3
1-2	❑ 4	❑ 4	❑ 4	❑ 4
none	❑ 5	❑ 5	❑ 5	❑ 5

15 How many of these types of blank tape have you bought in the last 12 months?

	Audio casstte	Video cassettes	Camcorder cassettes
10 or more	❑ 1	❑ 1	❑ 1
5-9	❑ 2	❑ 2	❑ 2
3-4	❑ 3	❑ 3	❑ 3
1-2	❑ 4	❑ 4	❑ 4
none	❑ 5	❑ 5	❑ 5

MONEY:

16 Please show us which of these bank, building society and post office accounts you have. Then tell us if you opened the account in the last year:
(Leave blank if you have none of these)

	Have account	New in last year
Bank current account	❑ 1	❑ 1
Bank deposit/ savings account	❑ 2	❑ 2
Building society current account	❑ 3	❑ 3
Building society deposit/ savings account	❑ 4	❑ 4
Post Office Girobank account	❑ 5	❑ 5
Post Office savings account	❑ 6	❑ 6

CLOTHES AND SHOES:

17a Which of the following have you had new in the last 12 months?

Shoes/boots	❑ 01
Trainers	❑ 02
Other sports footwear	❑ 03
Jeans	❑ 04
Shorts	❑ 05
Other trousers	❑ 06
Shirts	❑ 07
Sweatshirts	❑ 08
T-shirts	❑ 09
Tracksuits/shell suits	❑ 10
Other sports equipment	❑ 11

17b And how much have you spent on these items in the past 12 months?

	under £50	£50-£99	£100-£149	£150+
Shoes/boots	❑	❑	❑	❑
Trainers	❑	❑	❑	❑
Other sports footwear	❑	❑	❑	❑
Jeans	❑	❑	❑	❑
Shorts	❑	❑	❑	❑
Other trousers	❑	❑	❑	❑
Shirts	❑	❑	❑	❑
Sweatshirts	❑	❑	❑	❑
T-shirts	❑	❑	❑	❑
Tracksuits/ shell suits	❑	❑	❑	❑
Other sports equipment	❑	❑	❑	❑
	1	2	3	4

SWEETS AND SNACKS:

18 Abouts how many packets, tubes, etc of the following do you eat or drink in an average week?

	15+	10-14	5-9	1-4	none
Crisps	❑	❑	❑	❑	❑
Chocolate	❑	❑	❑	❑	❑
Gum	❑	❑	❑	❑	❑
Other sweets	❑	❑	❑	❑	❑
Fizzy drinks	❑	❑	❑	❑	❑
	1	2	3	4	5

FAST FOOD:

19 Which of the following have you been to in the last three months?

McDonalds	❑ 1
Burger King	❑ 2
Other burger chain	❑ 3
Pizzaland	❑ 4
Pizza Hut	❑ 5
Perfect Pizza	❑ 6
KFC Express	❑ 7
Spud-U-Like	❑ 8

Finally, some questions about you:

20 Are you:

Male ❑ 1 Female ❑ 2

21 How old were you last birthday? (please write in below)

.....

22a From which of these sources do you receive the most money?

Regular full-time job	❑ 1
Regular part-time job	❑ 2
Pocket money/allowance from parents	❑ 3
Student grant	❑ 4
Social Security/dole money	❑ 5
No money received	❑ 6

22b And about how much, in total, does this come to in an average month?

£1,000+	❑ 1	£500-£999	❑ 2
£400-£499	❑ 3	£300-£399	❑ 4
£200-£299	❑ 5	£100-£199	❑ 6
£50-£99	❑ 7	£25-£49	❑ 8
£10-£24	❑ 9	under £10	❑ 10

23 If you are the head of the household in which you live, please tell us what your occupation is... if it's someone else, like a parent or guardian, please tell us what their job is.

Occupation: .....

That's it, thanks.

If you want to be entered for the prize draw to win one of 20 subscriptions to *Super Play* and a free Super Nintendo cart of your choice, please give your name and full postal address below, along with your choice of cart.

Name .....
Address .....
.....
.....
.....
..... **Postcode** .....

My choice of SNES cart is: (tick one)

Cybernator	❑
Pop'n Twinbee	❑
Tiny Toon Adventures: Buster Busts Loose	❑

Post your entries to:
Super Play Survey,
Microdat,
PO Box 368,
Oxford
OX2 7XU.

Now carefully remove the survey (note how it doesn't spoil the rest of the mag) and send it in before 15 November, to ensure your entry is included in the mega-draw!

Choose between these three great games! Hooray indeed!

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE

POP'N TWINBEE

CYBERNATOR

And what games they are! Each one is a classic and no mistake!

CHAMPIONSHIP POOL

Left: The breaks and ball/pocket selection can be automatic or manual override.

UK Release

Game: Championship Pool
Publisher: Mindscape
Price: £49.99
Cart ROM: 8 Mbit

Left: The 3D viewpoint, useful for scanning the table.

GOOD, BAD OR UGLY?

'We've got a sports game for you, Jez,' they announced. What would it be, I wondered. Tennis? I can play that. Football? Easy. Basketball? Say no more. Pool? Well, I've never considered pool to be a sport, more a popular pastime – sorry, pool fans. But I took up the challenge with interest.

Playing *Championship Pool* is simple. It has four modes of play. In the first, Freestyle, you can pot the balls in any way you like. Tournament (where you're up against increasingly tough computer opponents) and Party (where you play eight friends) modes require more skill, as you can only pot striped balls *or* solid, and have to finish on the black ball. There's also a challenge mode, which is a variation on the same theme. Still with me? Don't worry, it becomes increasingly clear as you play through the game and begin to experiment with the speeds, top spin and back spin, the juke-box (with four painful tunes), and the alternative 3D viewpoint (useful, but doesn't compare to the smooth-scrolling graphics of Archer McClean's *Pool* on the Amiga).

As pool games go, and there aren't many on the SNES, this captures the mechanics and feel of the game well. But then, 40 square feet of green baize doesn't give you much scope for going wrong.

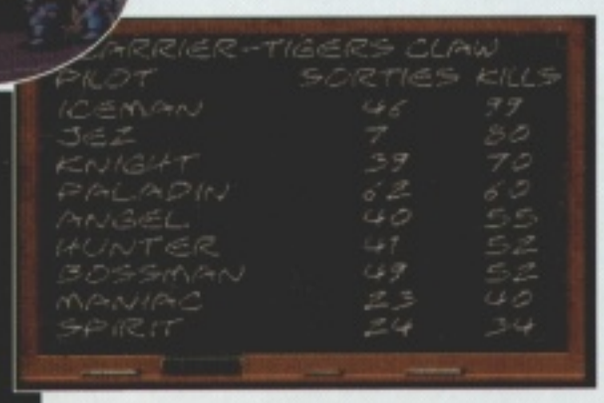
● Jez Bridgeman

GRAPHICS	SOUND	GAMEPLAY
68%	63%	80%
GAMELIFE	OVERALL SCORE:	78%
75%		

WING COMMANDER THE SECRET MISSIONS

Keep on shooting until you see your enemy dramatically explode, or you'll end up being sent into space in a box. Life's like that.

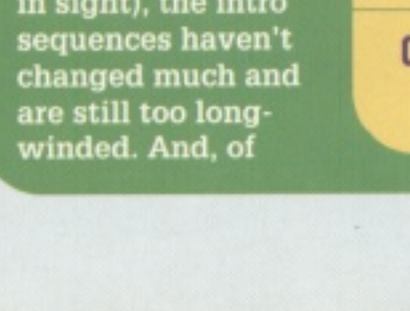
After each sortie (mission) your tally of enemy ships shot down are shown on the notice board for all to read and weep. Well, except Iceman.



UK Release

Game: Wing Commander: The Secret Missions
Publisher: Mindscape
Price: £49.99
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?



I remember playing *Wing Commander* on the SNES a while back and feeling that it lacked a certain, something. The blaster-cum-interactive-movie gameplay left a lot to be desired, and it all ended too quickly. We gave it 60% in our review. Enter *Wing Commander: The Secret Missions*.

And I've really got to compare it to the first version. Although the graphics are slicker, and the missions more structured (going beyond simply shooting everything in sight), the intro sequences haven't changed much and are still too long-winded. And, of course, the characters are the same, and they're still fighting the mighty Kilrathi.

But, despite the so-called extended gameplay and the more involved plot, *The Secret Missions* still failed to 'ring my bell', and became increasingly tedious as I played. *X-Wing* on the PC was the only game of this format to successfully keep me entertained, thanks to its greater variety and better graphics. As far as I'm concerned, *The Secret Missions* are best off remaining a secret.

● Jez Bridgeman

GRAPHICS	SOUND
70%	69%
GAMEPLAY	GAMELIFE
63%	51%
OVERALL SCORE:	64%

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

To the victor... £10,000

Remember this guy? Last year, Allan Brett became a celebrity overnight after he scooped the National Computer Games Championships. Not only that though – as well as the glory, he also walked off with £10,000 IN HARD CASH.

Using outrageous skill, the 18-year-old from Hull managed to be the best on Sega, Nintendo and Amiga machines.

THIS YEAR THE GAMES CHAMP COULD BE YOU!

On this page you'll see the dates and venues for the first round eliminators. They're being held in Virgin Retail outlets in the major cities of Britain over the next few weeks.

FREE ENTRY!

All you have to do is turn up, and play. If you're good enough – and you'll have to be very good – you'll be into the next round. And after that... the finals at the Future Entertainment Show in London on 11 - 14 November.

The National Games Championship is organised by Future Publishing, producer of this, and many other great games magazines, and organiser of the Future Entertainment Show.

National COMPUTER GAMES CHAMPIONSHIP

THE DATES AND VENUES...

18 – 21 October — Final on 22 October

EAST KILBRIDE	Games Centre
FALKIRK	Games Centre
EDINBURGH	Games Centre
GLASGOW	Megastore
	Megastore

GLASGOW — 5 heats

25 – 28 October — Final on 29 October

BOLTON	Games Centre
STOCKPORT	Games Centre
MANCHESTER	Megastore
BIRMINGHAM	Megastore
COVENTRY	Megastore
BROMLEY	Games Centre
CROYDON	Games Centre
GUILDFORD	Games Centre
ILFORD	Games Centre
KINGSTON	Games Centre
WATFORD	Games Centre
MARBLE ARCH	Megastore
MEGASTORE	Megastore
BRISTOL	Games Centre
CARDIFF	Megastore
DUBLIN	Games Centre
	Megastore
BELFAST	Megastore
GATESHEAD	Games Centre
NEWCASTLE	Megastore
SHEFFIELD	Games Centre
	Megastore
NORWICH	Megastore

MANCHESTER — 3 heats

BIRMINGHAM — 2 heats

MARBLE ARCH — 9 heats

CARDIFF — 2 heats

DUBLIN — 2 heats

BELFAST — 1 heat

NEWCASTLE — 2 heats

SHEFFIELD — 2 heats

NORWICH — 1 heat

The second Future Entertainment Show

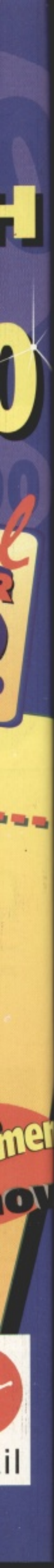
Virgin retail

THE GAMES YOU'LL BE PLAYING

Pinball Fantasies - CD32

Thunderhawk - MEGA CD

Mario All Stars - SNES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With 32 teams to choose from, and fighting and shootout options to pick, can Virgin's *Super Slap Shot* match up to *NHLPA Hockey*? Lets have a good look at it, shall we?

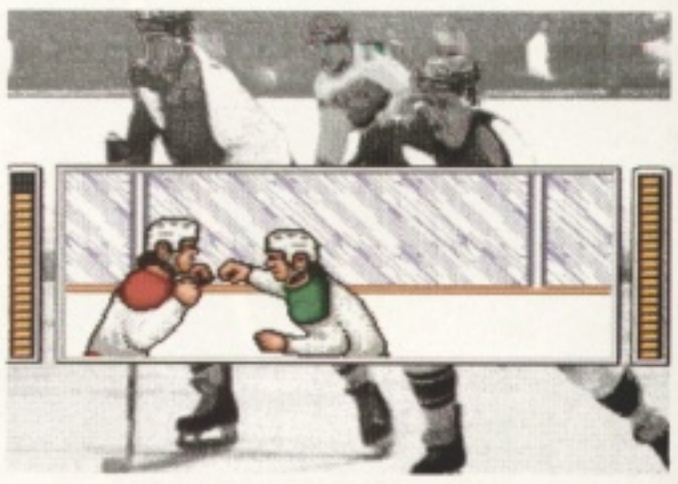
US Release

Game: Super Slap Shot
Publisher: Virgin
Developer: Ringler Studios
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 4 Mbit

Thanks to Console Concepts, (0782) 712759, for lending us the cart.

SUPER SLAP SHOT

Well animated players in bright colours and fast action make for an enjoyable game of ice hockey. And I love the bit where the players fall over on their backsides and spin round on the ice. The added bonus of fighting and shootout options, plus the hundreds (well, several) stats screens all add to the game. But is *Super Slap Shot* a contender for the best ice hockey game on the SNES?



You've got four punches to choose from, but the fight option is a far cry from *SFII Turbo*.

A chance to brush up your goal scoring, with the nicely-animated shootout option.

Good old Bob Smith pops up at the start of the game, just to remind you who's playing who.

Face Off! Looks like the referee should be doing a bit of fast footwork about now, to avoid that puck. Ouch!

The fights usually degenerate to strangleholds.

GOOD, BAD OR UGLY?

I've always hated ice hockey players, mainly because I can remember being cut up by them when I was learning to ice skate at the Richmond ice rink. But, I must admit now, the sport itself is brilliant fun to watch, especially when the players slam each other up against the wall. It always sounds so impressively painful.

And I especially like *Super Slap Shot*, if only because it has a fight option, so you can beat up another player whenever you like. You even have four types of punches you can use to do so. The only problem is that when you do, you tend to both just go for each others' throats and hold on for ages, so it's a wee bit boring. Shame.

Back to the game itself. You can choose your team from a wide selection of different countries, all with their weaknesses and strengths in various areas mapped out for you. Obviously, you need to choose a team with a decent range of skills.

The controls work a lot better than some hockey games I've played – you can actually see where the puck is, and which player has it at any one time, but, disconcertingly, your player has a habit of turning transparent every now and again, for no obvious reason. And, according to Stuart Campbell, this all looks, moves and plays similar to *Blades Of Steel* on the NES, with the same controls – the fight sequences are especially alike.

A shootout option is also included, so you can practise your goal shooting. And there's lots of stats screens here which appear automatically after each period (and any other time, probably), to give you something to do while the teams are sucking their oranges, and to keep those stats fans out there happy.

Though *Super Slap Shot* is fun to play, especially with two players, our money's still on *NHLPA Hockey* (SP4 87%) which is as good an ice hockey sim as you can imagine.

● Sue Grant

GRAPHICS	SOUND	GAMEPLAY
75%	55%	63%
GAMELIFE	OVERALL SCORE:	
60%		65%

VERDICT: A fast and furious ice hockey game, but *NHLPA Hockey* is so much better.

CAPTAIN AMERICA

Final Fight 2 with superheroes? Or a half-heartedly cobbled together dollop of... of rice pudding? _Super Play_ champions the path of truth and justice.

UK Release

Game: Captain America
Publisher: Mindscape
Developer: In-house
Price: £49.99
Release: October
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

For the most part, _Captain America_ is a scrolling beat-'em-up. You've only got to look at the top of the page to see that. But there are shoot-'em-up bits too, like on the left.

CAPTAIN AMERICA
Captain America's real name is Steve Rogers. He was trained during World War II to become a one-man army. He can throw his shield.

The boss at the end of the shoot-'em-up bit. Big, isn't he?

HAWKEYE
Hawkeye used to be an annoying, smug doctor in the Korean War. However, Captain America plucked him out and taught him how to have super powers and stuff. And gave him a bow and arrow.

IRON MAN
Iron Man's real name is Tony Stark. He's an inventor who's made himself a special suit (made of iron, probably) that lets him travel underwater. Or in space. He can fire red squiggly lines.

VISION
Vision's an android, who collects light (to fire out via his laser vision), using a crystal on his forehead.

This bit's 'interesting'. One minute we're hiding behind the bin (albeit rather conspicuously)...

We tap DOWN, and now we're in front of the bin! Spook!

'No, _I'll_ handle this!' Tempers can fray in the two-player mode.

GOOD, BAD OR UGLY?

'Take that!' (Biff!) 'And that!' (Thump!) 'And...' (Sock!) '...don't...' (Whallop!) '...be...' (Rip!) '...so...' (Oo-er!) '...dumb...' (Klonk!) '...in...' (Oof!) '...future!' Sorry – that was me castigating myself (with a cold hot water bottle) for walking into the room just as _Captain America_ came in. It's not very good, you see, and I'd rather have been playing something good, like _Lamborghini_, than helping the Cap'n rescue the world from a load of flickery, craply animated sprites.

Actually, 'flickery' isn't strictly true. They only flicker when you hit them, whereupon they become temporarily invulnerable. And you keep getting beaten up by gangs of invincible baddies who you've hit once and then can't hit again until they stop flickering. Grr.

There are lots more examples of _Captain America_'s uselessness. Like baddies who're so thin that you spend ages lining yourself up with them before you can hit them. (The collision detection's hopeless.) Or the fact that all the baddies move at the same speed as you, so you have to keep running round the screen being pursued by a herd of baddies, as you try to get far enough away from them to turn round and hit them. Or the controls, which make it very awkward to face the right way to hit someone.

And then there's the dull graphics, the titchy sprites, the lack of baddies, the way the game freezes every so often, the short levels, the naff speech bubbles, the pitiful lack of different moves and stuff. In fact, the only good bits are the cartoon graphics in the intro bits, and the speech that goes with them. Oh, and it's a faithful conversion of the coin-op (which was crap too).

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
49%	67%	31%
GAMELIFE	OVERALL SCORE:	30%
26%		

VERDICT: Not a very good game at all. If you liked the coin-op (which seems pretty unlikely), it might persuade you, though.

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CHANNEL FOUR TELEVISION

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

He's back! After swanning around Silicon Valley for the best part of two months, Gamefreak has finally dragged himself away from the radiant Californian sunshine and the hordes of sun-kissed women to tend to your cries for help. (*Yeah, right – Ed.*)

4) A *Blaster Master* game was scheduled for release on the SNES a few months ago. What happened?
5) Can we hope for a non-censored version of *Mortal Kombat* for the Super NES?
David Bolduc, Lac-Etchemin.
1) A version of *Metroid* is supposed to be in development, but Nintendo are unlikely to release the same version as on the NES. The same goes for *Zelda*, unless Nintendo give the first two NES games the *Super Mario Collection* treatment (very unlikely).
2) No, the same applies here.
3) *Romancing Saga* was released absolutely yonks ago on the Super Famicom, and a sequel is in development, too. This Square Soft series made it onto the Game Boy in the States, but seems to have been ignored on the Super Nintendo so far. Pity, as it's supposed to be fab.
4) *Blaster Master*'s an old NES game and a sequel recently appeared on the Genesis (Mega Drive) in America. As far as I know, there's no news of a SNES version (but I *have* been away, so I could be wrong).
5) Yes, you can hope, by all means.

***Romancing Saga* was yet another Square Soft biggie in Japan that never made it to the US. The sequel maybe?**

Dear Gamefreak,
1) Will Nintendo ever make 16-bit conversions of both the *Metroid* and *Zelda* games already available for the NES and Game Boy?
2) Can we expect the same for *Castlevania* and *Final Fantasy* games?
3) A good while ago I saw in a mag screenshots of a SFC game called *Romancing Saga* from Square Soft. Has it been released in Japan? If so, will it ever be released in America?

The 3D bits in Ocean's impressive conversion of *Jurassic Park* use scaling similar to the PC game *Wolfenstein*. It's not quite as smooth but it's certainly impressive. And there's no Super FX either.

Dear Gamefreak,
I'm a fairly new owner of a UK SNES, and whilst I enjoy its great games, I'm more interested in the technical side of things. Perhaps you could answer these questions:
1) Can I get hold of some circuit diagrams or detailed plans of the Super Nintendo? Or is this protected by copyright?
2) Does Ocean's *Jurassic Park* use the Super FX chip, because I can't see how a standard SNES could handle the texture-mapped graphics as you reported in your preview?
3) Is the portable SNES the 16-bit hand-held everyone seems to be talking about?
4) Does *Super Bomberman* play a decent game in one- or two-player mode?
James Andrews, Devon.
1) Certainly not from Nintendo. When our technical correspondent comes back from holiday he might be encouraged to draw us a diagram, which we could print in the mag. Anyone else interested?
2) No, the texture-mapped interiors of the buildings scroll without the assistance of a Super FX. Some exciting stuff can be done without the Super FX. Wait until you see the smooth polygons in games like *The Lawnmowerman* and *Elite* – they're very impressive.
3) The machine featured in issue 11 is Bandai's joint venture with Nintendo. And Sega have just made a hand-held Mega Drive for use on Japan Airlines. Er, which one is everyone talking about it?
4) It's okay in one-player, pretty good in two-player, but nothing comes close to it in three- or four-player mode. It's a Multitap game and only worth getting if you can be sure of playing it with friends or family regularly. And once they get a sniff of it you can bet they'll want to be friends with you.

Dear Gamefreak,
1) Since the *Secret Of Mana* is to be a three-player game, can it be played by just one person?
2) Can you tell me when these games will be released in the States: *Dragon Warrior V*, *Final Fantasy III*, and *Holy Sword Legend II*?
3) Which will be the best between *Dragon Warrior V* and *Final Fantasy III*?
4) Do you need a mouse to play any of the above games, and if so, which should I buy?

More excellent characters from Square Soft – the producers of *Romancing Saga* on the Super Famicom.

5) Can I buy a separate UK mouse?
6) In issue 3 Matt said, and I quote, '*Dragon Quest V* will be released as *Dragon Warrior V* in America soon. Look out for our review.' Well, I'm still looking. Is it still planned?
David Bruton, Herefordshire.
1) Yes, of course.
2) All are scheduled for next year, but *Holy Sword Legend II* is the literal translation of the Japanese game *Seiken Densetsu II*, which has actually been renamed *Secret Of Mana* for the US and UK.
3) *Final Fantasy III* (or *FFV* as it's known in Japan) is supposed to have around 80-100 hours of gameplay, so that sounds value for money at least.
4) No.
5) Not yet. We'll let you know as soon as we hear that Nintendo are planning to release one separately. And you could always go for Fire's mouse in the meantime.
6) I think Matt anticipated the translation of the game rather sooner than Square Soft did. Let's hope he has more success with PCs.

Dear Gamefreak,
1) Is *Super F1 Circus 2* out in Japan yet?
2) If so, is it better than *Human Grand Prix*?
3) Are there any plans for a UK release of *Nigel Mansell's F1 Challenge*?
4) Seeing as *Micro Machines* was released on the NES, will it ever come out on the SNES?
5) I've got some money saved up, so should I purchase *Mortal Kombat* when it comes out on 13 September or wait for *SFII Turbo*?
W Ping, Suffolk.
1) & 2) Yes, and no. Look for a review soon (maybe even this issue).
3) Yes. It's due from Nintendo this month.
4) It's on the way, apparently, but still a long way off.
5) Wait for *SFII Turbo* – it's miles better.

Dear Gamefreak,
1) I own an American Super Nintendo and it's connected to a Sony TV through a SCART lead. The problem is, when I play my Super NES I can hear a buzzing sound in the background of the music, that sounds like some kind of interference. Is there something wrong with my machine or is it due to the game cartridge?
2) I used to own a Super Famicom, until it got nicked, and I noticed that the SFC picture was displayed perfectly, but my American SNES displays the graphics slightly to the left. Is there anything I can do about this, or is it normal?
Please answer my letter because I don't have long left on my guarantee.
Quyen Lam, East Kilbride.
1) A buzzing noise is usually the result of a dodgy *internal* SCART wiring. I'd be surprised if your SCART lead plugs into your multi-out (unless it's the lead that's faulty). Machines that're connected from the multi-out with a plug-in SCART lead usually have a pretty clear signal. I'd go back to the company that supplied you with it and suggest they take a look.
2) All 2. All the US Super NES machines I've seen working have the display shifted to the left by about 1/2 inch. It's something that can be altered, but you do have to fiddle with the horizontal hold of your telly, and if you don't know what you're doing it's probably best left to an expert. Besides, you get used to it after a while, and you only lose a bit of the screen.

Trimmings

Snip! Which is what happens when some of your questions are, well, a bit tedious...

Solstice II is a really fabulous game – it received 90% in _SP_8, in fact. So, it's just as well you'll be able to buy the thing (soon).

When is _Solstice II_ coming out? It's taking an eternity.
Mark Thompson, Southport.
You'll be glad to know that the game's due for release in Japan on 24 September, and the US and UK versions won't be far behind. The Jap version shouldn't be a problem – there's no text to deal with.

Will _Mega Man X_ be a SNES version of an NES _Mega Man_ game or a new game?
Gary Severn, Nottingham.
A new game, it appears (which has now been put back until January next year, incidentally).

Why doesn't the _Super Mario Collection_ work on a UK machine, even with an adaptor?
Adrian Cable, Middlesex.
Nintendo are cracking down on grey imports by coding games to detect which version of the Super Nintendo they're running on. If the origin of both the game and the machine fail to match up, then it won't work. Soon, all companies will be doing this, but it's interesting to see that Datel have already got an adaptor that gets around the problem (see Super Express). Also, Action Replay codes can be used to disable country code protection on the adaptor versions of the Action Replay. Simply put in the code and the game works. Neat eh?

SEND YOUR QUESTIONS IN RIGHT NOW TO...

Gamefreak, _Super Play_, 30 Monmouth St, Bath BA1 2BW.
(and he'll give them his best shot.)

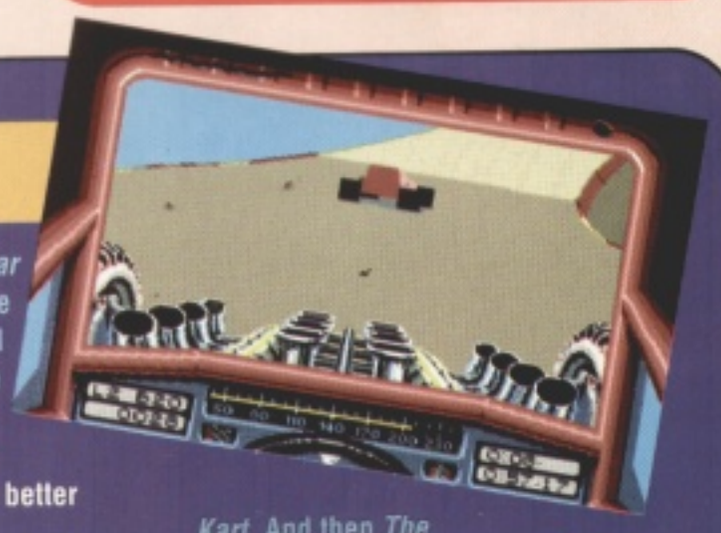
DAYDREAMING

Phew, aren't Super Nintendo games great? Smashing even. But wouldn't it be smart if some of your own ideas for games could be turned into cartridges? Well, if you had some good ideas it might be. (_Oi!_ – _Ed._)

First up, James Andrews from Devon...
'I'd like to see a _Mario Paint 2_, which may not be a game, but could have serious potential as an art package, with a palette of 32,000 colours and 256 on screen at once. Using the Super FX chip you could animate cubes like Andross from _Starwing_, and all sorts of polygon stuff. After drawing your piccy or construction (or taken art from ROM), you could then animate it, saving up to eight animations on the cart.' And then... erase it perhaps?

People who haven't played (Sir) Geoffrey Crammond's masterpiece, *The Sentinel*, have really missed out. It's got a proper virtual reality feel to it. Great for Super FX.

Brendon York's an Australian. But we won't hold that against him. At least he's got a sensible suggestion...
'Do you remember that most excellent game on the NES called _Snake, Rattle And Roll_? Well, my friends and I would like to see a four-player Multitap version of it, with better graphics and sound.'
Yes – _Battletoads_ just doesn't have the same class, does it?



Stunt Car Racer – one of the all time greats.

Right, all the rest of the daydreams I had this month were complete and utter crap. If I read another _Mario Fighter_ or _Street Fighter III_ daydream I'm axing the column for good. If only I got a few more like this...
'Besides *Starfox* and *FX Trax*, I'd like to see someone using the Super FX to recreate the sheer brilliance of two classic 3D home computer games, (Sir) Geoffrey Crammond's *Stunt Car Racer* and *The Sentinel*. Just think, a split-screen version of *Stunt Car* with 256 colours and detailed cars and courses. It would be amazing – perhaps even better than *Super Mario Kart*. And then *The Sentinel*. What was surely the closest thing to virtual reality on an 8-bit computer could be equally enthralling on the Super Nintendo. Just think of the improved realism with 256 colours and the faster screen update. With Dolby Surround Sound it would be incredible.' – J Brookes, Bath.

So, the games don't have to be new (although it helps), they can just be vastly improved versions of classic games from other systems if you like. For Daydreaming to continue (you want it to, don't you?), I need your ideas. Send 'em to Daydreaming at the usual Gamefreak address. Go on, give your imagination a free reign. No more _SFII_ clones, alright? That's settled then.

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Welcome, unsuspecting reader, to another heart-stoppingly exciting edition of the world's most notorious tips column: Mode 7. This month, tucked between the usual blockbuster exclusives and completely useless titbits, you'll find the country's first active Game Genie column, trumpeting the arrival of Galoob's game enhancing gadget.

Remember, YOU LOT run Mode 7! Without your contributions we'd be totally stuffed, so please keep those tips and codes coming. Who knows, if you get lucky and your tips are worth printing, you'll be able to impress your friends, and become more attractive to the opposite sex, with a flashy *Super Play* pen or stylish *Super Play* T-shirt. The address is, as always: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

FINAL FIGHT 2

(Capcom) *SP*10: 75%

● **Champion Edition code!**

World Exclusive! Stop the press! You read it here first and so on. As predicted, Mode 7 superhero W Wong of Cheshire has returned with a tip so hot it could burn your fingertips off. Wait until the main title screen appears (the one where you can select either the options screen or a 1/2 player go) then, using controller one, enter in sequence DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, 'L' button then 'R' button. You'll know if you've got it right when the screen goes blue. Now, select a two-player game and both player one and player two can choose the same character, with some ace 'Champ' Edition colours to boot! This cheat is basically the same as the AR code we told you about in issue 11, 'cept now you don't need an AR do you? Oh, and while I'm positive this works on the Japanese version of the cart, it should work on the US versions, too. Hurrah!

These baddies are no match for Carlos, especially when there's two of him to deal with!

POWERMONGER

(EA) *SP*9: 77%

● **Level select password**

Enter the following password, and all you have to do to win is finish the last piece of land:

ZHT3bTj33hnVj
7jt4dXrHnR6
TPVFTr7R45C

You can thank Ben Gould of Bristol for that one.

SUPER TURRICAN

(SETA) *SP* 10: 80%

● **Sound test**

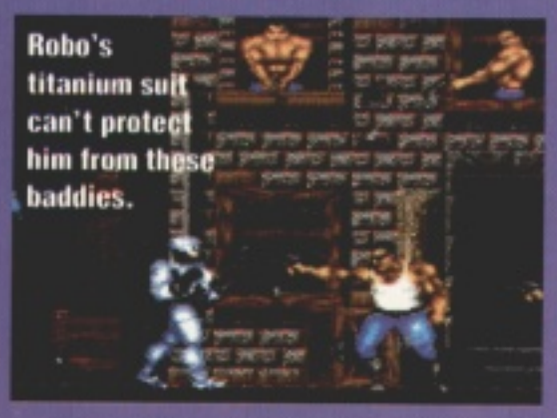
Thanks to Marco Hezger from Germany, you can now groove to the ultra cool Dolby Surround Sounds of this outstanding little platformer, without having to kill things. To access a sound test, simply enter the options screen, highlight Exit, hold down 'L' button, 'R' button, X and A, then press START. Joy!

We gave the sound a score of 92% in our review of this fast and smooth shoot-'em-up, so it's well worth listening to.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Hello once more, and welcome to another monthly instalment of tips, queries and posers, all answered by *Super Play*'s own gaming oracle – me! So if you're stuck on a game, or even if you can help anyone else who is flummoxed, then please write to me, Ask Allan at the usual address.



● **Dear Allan,**
Have you got any cheats for *Robocop 3*, preferably not Action Replay codes?
Stephen Sarson, Chichester.

Allan says:
Yes. Pause the game and press SELECT A a few times. You should see your energy bar refill itself.

● **Dear Allan,**
I am having trouble on *Final Fight*. I'd quite like to cheat, so do you know any?
Nicholas Keehan, Bournemouth.

Allan says:
I surely do have some *Final Fight* cheats for you: Press L and R and SELECT on the title screen for a hidden options screen that allows you to tweak the difficulty level, increase the number of your lives and so on.

● **Dear Allan,**
How do you reach the pleasure dome in *Smash TV*? I can get 10 keys, but I still cannot get in. Could you please tell me what I am doing wrong?
Chris Ridley, Hartlepool.

Allan says:
Well, apart from those vital 10 keys, you'll also need special question mark tokens that can be found in the secret room on every level. Look in the bottom right corner of the map – the room you'll find there hides another secret room which you can enter by walking through the door on the right (not the top one, though).

● **Dear Allan,**
I have been stuck on level 21 of *The Lost Vikings* for absolutely ages and ages. Please help!
WJ Allen, Devon.

Allan says:
OK. It's an easy way out, but try this code for level 22. It's CBLT. That should sort you out.

● **Dear Allan,**
On *Mickey's Magical Quest*, how do you beat Emperor Pete?
Aaron Harth, Reading.

Emperor Pete's easy to beat using Allan's tips.

Chocolate cookie crunching capers.

YOSHI'S COOKIE
(Bullet-Proof Software) *SP*11: 76%

● **Increase your level select range to 99 levels**

● **Ultra tough Bowser!**

To obtain an instant level select of 99 levels, access an action game and then, while on the options screen, set the level to 10, the speed to high and turn the music off. Then press the 'L' button, 'R' button, START and SELECT on controller two all at once. With luck, you should now be able to choose from 99 levels, rather than just the usual 10.

Alternatively, should you wish to toughen things up a little in one-player mode, select the Versus game and, whilst on the options screen, press 'L' button, 'R' button, X and START on controller two all at once. If it works you'll hear Mario cry 'Yoshi!' and you'll be taken to the character select screen. Choose a character for yourself and Bowser for the computer, and when the game begins Bowser will be blue and super tough! What fun, eh? A large tub of gratitude to Peter Blow of Ultina in Guildford.

SUPER MARIO WORLD
(Nintendo) *SP*2: 94%

● **Crash the game**

Winner of the most useless tip of the month award goes to Andy Jones of Cheshire for this absolute gem. Climb onto Yoshi, hit a power-up block (to reveal a mushroom, etc) and then have Yoshi eat a red berry at exactly the same time you collect the power-up. The screen will freeze, your coin total will rise and you'll be awarded 99 lives. Great, except you can't get out of it. Doh.

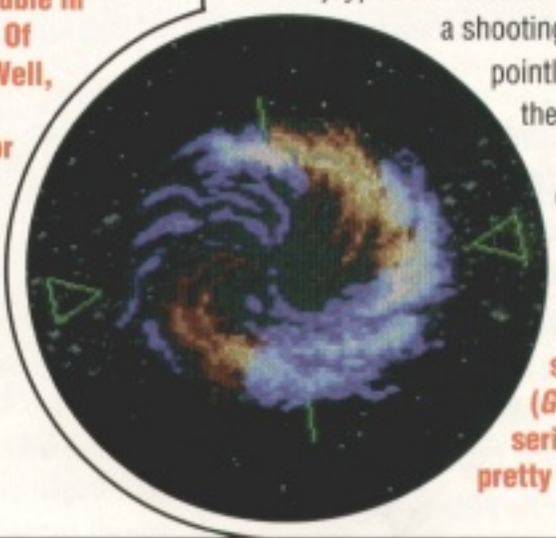
Having trouble in the Forest Of Illusion? Well, divert yourself for a moment or two with this totally pointless tip.

STARWING
(Nintendo) *SP*7: 93%

● **When you wish upon a star**

Enter the stage selection screen and, instead of choosing a route, leave the joypad alone. After a few moments, a shooting star will fly pointlessly across the screen.

Thanks to Chris Smith of Sevenoaks.



Execute this tip and you'll be seeing stars. (*Groan – Ed.*) But seriously, it's pretty useless, really.

STREET FIGHTER II
(Capcom) *SP*1: 94%

● **Reset records screen**

● **Use a Hurrican Kick on the brick bonus level**

Just in case all you *Street Fighter II* players are feeling a bit left out with the advent of *SFII Turbo*, here's a couple of quickies to keep you going.

1. I'm sure you've all reached the Reset Records screen at one time or another, but have you ever worked out how? Well the answer is to hold SELECT down on the loser's joypad after a Versus match. I find this tough to do because I never lose, but there you go.

2. While normally neither Ken nor Ryu can use their Hurricane Kick in the first bonus round (the room full of bricks), Justin Keeling of New Delhi, India(!) has found a way. Stand near the bricks, turn and face in the opposite direction, jump vertically into the air and perform the motion for the kick timed to finish JUST AS YOU LAND. This takes a bit of practice, but keep at it, as, once it's mastered, you can destroy the bricks in record time!

Okay so *SFII Turbo*'s here, but plain old *Street Fighter II*'s still a brilliant game.

Fab four-player Super Multitap wrestling fun.

SUPER FIRE PRO WRESTLING 2
(Human) *SP*7: 71%

● **Access three new wrestlers**

Richard Smith strikes again! Press and keep held the 'L' and 'R' buttons whilst selecting either the second, third, or fourth game as normal. If you keep the buttons pressed you should then have three new wrestlers to choose from.

Allan says:
You can use either the hose or magic on Emperor Pete. It's true to say that using magic is the quicker way to kill him, but it tends to run out easily. Just stay out of his way and blast him only after he attacks you. And when the torches come alive to get you, blast them, too. Your power meter will be refilled.

Also, beware of the spurts of gas from the floor and you shouldn't have too much trouble. I don't, but there again I'm a gaming god – of sorts.

● **Dear Allan,**
Please tell me how to kill the end-of-game boss on *Cybernator*?
Robert White, London.

***Cybernator*'s played over seven levels, filled with giant robots and explosions.**

The dark and brooding *Shadowrun* has our Allan stumped (for the moment).

Allan says:
These end-boss questions sure are complicated. Luckily, I'm pretty good at answering them, eh readers? (wink wink). Now, where were we?

Ah yes, in *Cybernator*, put on your laser (or napalm if you have it), and blast the large gun, then aim for the targetty-bit on his stomach. Now aim for the guns near his chin. Finally, aim for his head. I'm sorry to fuss, but please do be careful of the guns' ramming attacks, as well as the spread gun and the head's rather beefy laser.

● **Dear Allan,**
How can I avoid my work being lost in the post? It has happened to me twice now and it makes me rather cross.
Allan Brett, Nottingham.

Allan says:
Try photocopying your work and sending it by recorded delivery.

LOST SOULS

Although the people in this section haven't really lost their souls (or, more correctly, person, this month), they have usually got particularly tough questions. And even my astonishing, almost supernatural game skills cannot fathom them. And gasp! Here comes one now! If anyone out there has any idea how to help P Lipscombe, then don't hesitate to write in and tell me.

● **Dear Allan,**
Help! I'm stuck on *Shadowrun*. How do I get the passwords for the computers on the Drake Building's second floor?

Also, where are the graveyard keys and how can I get the taxi-boat driver to take me somewhere?
P Lipscombe, Middlesex.

Allan says:
Phew. That's quite a list. I'll see what I can do to help you out next month. But, as I've already said, any help from other readers would be much appreciated.

And one final thing. I hope you're all practising madly for this year's National Games Championships! I am, so, er... have a go if you reckon yourselves.

I'll see you all at the second Future Entertainment Show which takes place at Earls Court on 11 to 14 November. Tickets are only available in advance, so book them now to avoid disappointment! The number to call is (051) 356 5085.

If you've got a game problem, share it with Allan. He'll shoulder your burden with a smile, a song and a solution.
Write to him at:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.
He's waiting for you...

SUPER PROBOTECTOR

(Konami) *SP*2: 90%

● **Clock up the maximum lives**

Unless you own *Contra 3*, the American version of this game, you won't have been able to use the fortuitous level select cheat we printed in issue 8. So far you've had to grit your teeth and sweat it out to see the later screens, but here's a peculiar tip that makes progression a little easier.

There are places in the game where it's safe to stop and hold fire, clocking up the points and scoring extra lives. Instead of shooting the first car at the start of the game, jump over it and stand next to it firing right (you'll need to get that first shield power-up to do this). The car will cover your back. Tape the fire-button down or secure it with an elastic band, then sit back and wait – you could make a cup of tea and read *Super Play*, perhaps. *Eventually* your reserve lives will be maxed out at 29: though I reckon you'll be itching to start playing again long before that. You can do the same on the first platform section – if you have the rockets.

An unusual tip for this explosive, classic shoot-'em-up.

Remember that it's not wise to leave your machine running unattended for hours. What a waste of good playing time!

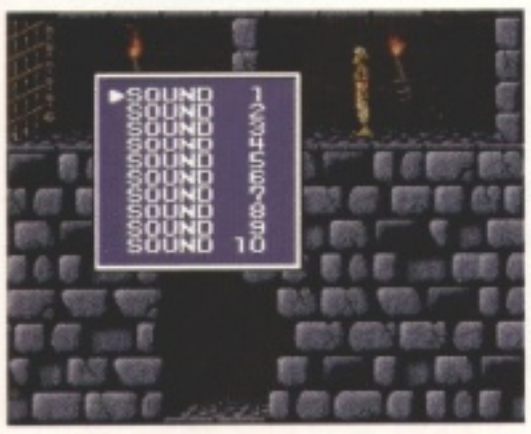
RIVAL TURF

(Jaleco) *SP*2: 58%

● **Customise all character names**

This little trick allows you to change the names of all the characters in the game, including both the players and the enemies. Play through the game until you get a high-score, then enter your name for the table as CHRCONF. You'll be taken to a Character Configuration screen, where you can edit the appellations of the various combatants. OK, so it's not the sort of cheat that supercharges your character, but never underestimate the psychological advantage you'll enjoy over bosses renamed 'Fluffy' and 'Tufty'.

Some rather lovely, colourful rough 'n tough clothes for the Autumn. Check out those pink and grey spotted leggings.



Some games force you to turn down the sound, but with *POP* you'll *want* to listen. Background music is rarely this good.

PRINCE OF PERSIA

(Konami) *SP*5: 89%

● **Change the background music**

Here's an unusual one to make the most of those top *POP* melodies. At any time during the game, hold down START (which pauses the action) and press SELECT to call up a menu of musical themes, which can be selected with the A button. Change the current tune to create an ambience most suited to your spike-leaping exploits.

(Each *leitmotif* was uniquely crafted by a talented composer. Skilled musicians laboured to evoke a mood of Eastern mystery. And what happens? The score is coded under the functional and decidedly unromantic title of SOUND1-10. How dull.)

We've been playing a Japanese CD of BGM (as it's known) in the office – 65 minutes of RPG fanfares. (Jez loved it.)

Right: To prove this cheat works, here's the options screen. Below: *Super Family Tennis* is another game that really kicks in three- or four-player mode.

SUPER FAMILY TENNIS

(Namcot) *SP*11: 83%

● **Select a new court**

Though not a *Jimmy Connors* beater, we rather liked this peachy young tennis game with its Super Multitap option. As if the choice of courts wasn't already impressive, here's a cheat to play the Namcot Theatre game. On the first menu, press SELECT five times rapidly and START. You should see a different menu appear. Now you can practice lobbing the ball at those storks on the wire fence.

DESERT STRIKE

(Electronic Arts) *SP*4: 90%

● **Start with 10 choppers**

On the Campaign Menu, enter the code as BS9JS27. Press START to begin the game from the top, or enter another password for the later missions. In either situation you'll find 10 brand new, silky smooth helicopter gunships just crying out to be taken for a spin round the block.

Instead of only three helicopters at your disposal, you can now start the hot and sandy *Desert Strike* with 10 to play with, using the above cheat. Salutations to Justin Savage from Birkhamsted for supplying us with that one.

SUPER FORMATION SOCCER

(Human) *SP*1: 83%

● **Access the penalty shoot-out from the title screen on the Japanese version**
Although previously there was no penalty shoot-out option on the Japanese version of this so-so footy game, 'now is a time for rejoicing' according to Richard Smith of Winchcombe. Using controller one, hold down both the 'L' and 'R' buttons and select exhibition mode. The music will change and, after you've selected your teams, you will proceed straight to the penalty shoot-out. Note, though, this only works in two-player mode.

And – yes! – here we are in penalty shoot-out mode, as promised. That goalie looks a bit worried.

STREET FIGHTER II TURBO

(Capcom) *SP*11: 96%

● **Use the American *Street Fighter II Turbo* on a British machine**
Can it be true! Yes, those cunning little blighters at Datel have actually discovered two Action Replay codes that allow you to bypass that all-infuriating import protection installed in American versions of the greatest game ever.

7E00 6000 – Gets rid of the 'NTSC' message!
7E18 3E0F – Stops machine from crashing!
So now all you AR owners have no excuse not to rush out and buy a copy of the American *Street Fighter II Turbo* straight away, you lucky people, you! Sorry. I think I'm going over the top here. But never mind. Onwards!

Guile and Ryu battle it out in the Rolls Royce of beat-'em-ups.

GAME GENIE CODES

There's a new boy in town, and his name's Game Genie. This is the widget that started it all, when it was originally released for the NES a few years ago, and now its userbase is growing among *Super Play* readers. Mode 7 responds by bringing you the first active Game Genie column in Britain. Wow! Get sending in those codes.

PUGSLEY'S SCAVENGER HUNT
C9CC 44AD – Infinite hearts
DDB6 1FA7 – Infinite lives
3BA5 37D4
D5A5 3704 – Super high jump

NHLPA HOCKEY '93
C269 4D86 – Period clock is frozen

STREET FIGHTER II
3BAE DD00 – All five of these codes
EEA6 0760 improve Ryu and Ken's
EEE2 D761 abilities. They now have
B9A0 DD60 a wider Dragon Punch,
B1A4 6707 low Hurricane Kick, ultra slow Fireballs (Jab) with no delay, ultra fast Fireballs (fierce), plus air moves

SPIDERMAN & THE X-MEN
C266 D51D – Infinite lives Spiderman
C26D 090A – Infinite lives Gambit
C2C2 D767 – Infinite lives Cyclops, Storm and Wolverine

Thanks to everyone who sent in these codes.

ACTION REPLAY CODES

OK! I got my wish! The Action Replay codes have been coming in thick and fast, and it's good to see so many of you avid readers taking the games law into your own hands. Just remember, I prefer codes that 'enhance' the gameplay, rather than just infinite lives, energy, etc. Good work people! Keep it up!

STREET FIGHTER II
7E0C 4321 – Autoblock!
7E1A 5A0(x) – Depending on the value you enter as (x), either C, D, E, or F, you will fight in some VERY strange locations

STREET FIGHTER II TURBO
7E05 EA00 – These three codes allow
7E07 EA00 special moves to be
7E18 F399 performed in mid air
7E18 8F0B – Win one round and go straight to Vega/M Bison

DUNGEON MASTER
7EC4 043C – First champion always has full health
7EC7 233C – Second champion always has full health
7ECA 423C – Third champion always has full health
7ECD 613C – Fourth champion always has full health

BATTLETOADS IN BATTLEMANIACS
7E0E 5E10 – Infinite energy for player one
7E0E 6010 – Infinite energy player two

THE LOST VIKINGS
7E04 5E10 – Infinite lives for all
7E04 0A02 three Vikings!
7E04 1202

BUBSY THE BOBCAT
7E02 0D08 – Infinite lives
7E00 DF55 – Infinite time

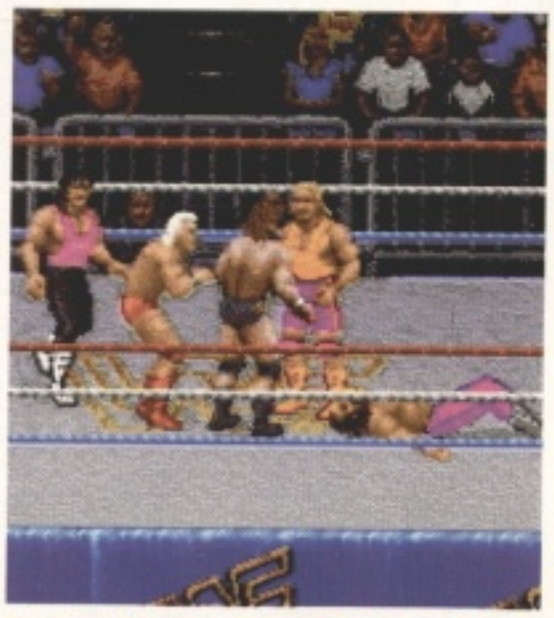
LEMMINGS
7E00 9200 – Zero percent (0%) needed to complete each level

PUGSLEY'S SCAVENGER HUNT
7E00 AC0C – Takes you straight to the end game sequence

WWF ROYAL RUMBLE

(Acclaim) *SP*10: 79%

● **Never lose a grapple**
How on earth does a sport involving large, sweaty men who flex their muscles and stuff their opponents' faces into their armpits, become one of Britain's favourite pastimes? Surely, this says something about our once-great nation. Coincidently, did you know that every single WWF wrestler is also a certified member of the American Actors Guild? Hmmmm. Still, should you enter into a grapple on this above average fist-fest from Acclaim, then simply hold down the D-pad in the opposite direction to the way your character is facing and you can't be beaten! Or so Glen Boswell of Great Amwell and Leo Sternbridge of New Cross, London, reckon. Sounds about as fixed as your average fight to me.



The best bit of the game is the Royal Rumble, where everyone joins in the fight.

DAN BITES BACK

Har Har, me salty old shipmates! We'll see if this one makes it past Sue's scalpel! *Super Play* would like to extend its heartiest thanks to Datel, Universal Consoles and Mark Shaw for their multitude of AR codes. Steven 'Super Gem' Cooper, I venture that your *SFII* score of 1,304, 200 was achieved using an Action Replay! Defend yourself! Mark Scott, I'm not going to print your tips, but have a pen anyway. Hi to Brendon York in Australia, Sam Ho, Ravi Nischal and Dan Foley of Surrey. Greetings to all the busy bodies at Computerworld and Gamestar and Tipster of the Month Award goes to W Wong of Cheshire (again!). And lastly, congrats to the staff of *Edge* for a top notch debut and the same to the crew of *Deep Space Nine*!

Cut. Print. That's a wrap. See you next month.

(*Hasn't it gone quiet? – Ed.*)

THAT'S A WRAP!

Well, we've run out of room for tips again, but keep on sending them in to the usual address.

MORTAL KOMBAT

PLAYER'S GUIDE

By Allan Brett

Kano in mid Roll Attack. Sub-Zero doesn't look at all concerned, however.

General Tips

1. When you're close to your opponent, instead of using a throw or an uppercut, hit a punch button rapidly. Your player will unleash a fast volley of punches, which'll prevent your enemy from countering, as well as sapping energy.

2. Make good use of player's small advantages (where they have them). The uppercuts all vary. Sonya and Rayden have the best forward reach, whereas Johnny Cage can knock enemies from the air with his uppercut (it's the fastest, too).

3. In *Mortal Kombat* even blocked moves strip away energy (and that includes standard punches and kicks), so a good attack strategy is a must.

Special Tip: Reptile

The reptile appears from time to time to dish out advice, boast and generally mock your abilities. If you want to fight him, here's what to do: Score a double flawless and finishing move on the pit scene against the computer. If you've done it right, the reptile will challenge you to a fight. But, beware, he's fast.

Moves for all characters

Throw:	Towards enemy when close + low punch
Leg Sweep:	Away from enemy + low kick
Roundhouse Kick:	Away from enemy + high kick
Uppercut:	Down + any punch button

Green Fireball

⬅ ➡ + low punch

Johnny will hurl a green ball of flame at his enemy.

Shadow Kick

⬅ ➡ + low kick

Johnny will slide towards his opponent to deliver a mighty foot in the face, leaving a track of after images behind him.

Package Check

Hold block + low punch

Johnny will drop into the splits to fondle his opponents package(!)

Finishing Move: Spear Kick

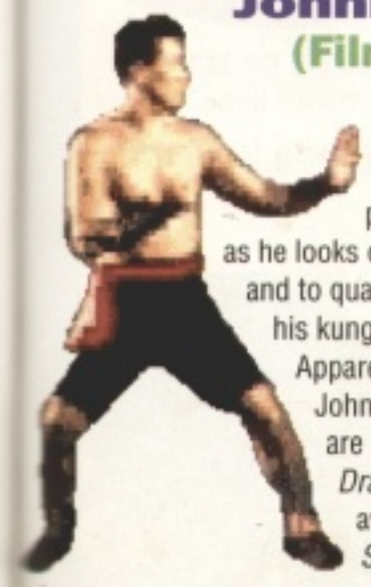
(Stand one character length away)

➡ ➡ ➡ + high punch

Johnny will spear his opponent through the chest, causing them to writhe about in agony. Pretty nasty.

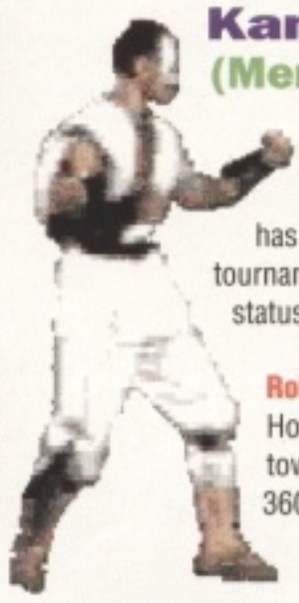
Character Profiles

Johnny Cage
(Film Star)



Johnny has entered the tournament to prove he's as hard as he looks on the big screen, and to quash rumours that his kung-fu was 'all show'. Apparently, the films our Johnny has starred in are *Dragon Fist*, *Dragon Fist 2* and the award-winning *Sudden Violence*.

Kano
(Mercenary)



A member of the Black Dragon organisation, Kano has entered the tournament to prove his status as a top-notch thug.

Roll Attack

Hold block (optional) + towards enemy, 360° rotation.

Kano will spin through the air, smashing into his opponent. This move can be temporarily held back, allowing you to choose your moment to strike.

Blade Throw

Hold block + ⬅ ➡

This move will result in Kano throwing one of his knives at his enemy.

Head-Butt

High kick when close

Using his metallic features to full effect, Kano can perform a powerful head-butt.

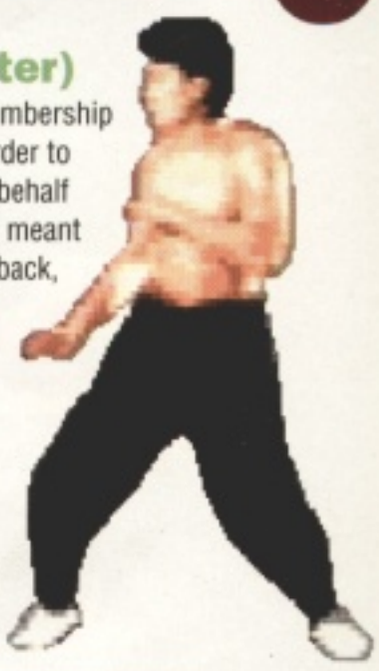
Finishing Move: Heart Removal

(Stand one to one-and-a-half character lengths away)

⬇ ↘ ➡ + low punch

Although the action of the heart removal move is identical to the coin-op original, the object that Kano actually removes from his opponents' chest is anyone's guess. A pace-maker, possibly.

Lui Kang
(Kung-Fu Master)



Lui Kang forfeited his membership of the Lotus Society in order to enter the tournament on behalf of the Shaolin temples. It meant the sports-car had to go back, too. Shame.

Orange Fireball

➡ ➡ + high punch

Totally mega, the fastest missile attack available, but it can be easily dodged. Which is a bit of a let-down, really.

Thrust Kick

➡ ➡ + high kick

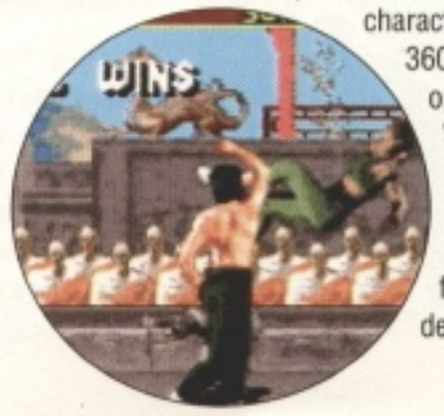
A mega-fast flying kick that is great for attacking in any situation. Unfortunately for Lui Kang it's easily countered by a well-timed uppercut.

Finishing Move: Cartwheel, Uppercut Combo

(Stand one to one-and-a-half character lengths away)

360° rotation, towards opponent.

Virtually identical to the arcade, Lui will do a cartwheel, then send his opponent flying with a devastating uppercut.



Rayden (Thunder Demi-God)

Being a bit of a mystical warrior type who spends his time roaming amongst the thunder clouds, it should be relatively easy for Rayden to win the tournament, so he adopted the guise of a human after receiving a personal invitation from Shang Tsung himself.

Finishing Move: Electric Death
(Stand half a character length away)
➡ ➡ ⬅ ⬅ ⬅ + high punch
Different to the arcade but this move is still cool. Rayden strikes his enemy with electricity, leaving nothing but a charred skull to fall on their frazzled remains. You can almost smell it.

Torpedo Push
⬅ ⬅ ➡
Using his special powers, Rayden zooms through the air in an attempt to ram his opponent into the wall.

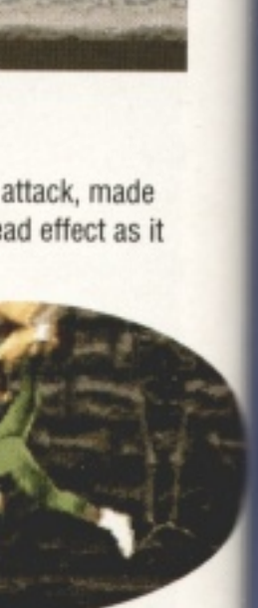
Scorpion (Spectre)

After his death at the hands of Sub-Zero (rival clans, you see!), Scorpion has returned to avenge his own death, but with the penalty of remaining in his ghostly form.

Harpoon
⬅ ⬅ + low punch
Spear your opponent and drag them up close for a smack in the hooter.

Sonya Blade (Special Forces Agent)

She was trying to bring Kano to justice, but, unfortunately, Sonya and her team were ambushed by Shang Tsung's personal army. Now Sonya must win the tournament in order to guarantee her team's release.



Flying Punch
➡ ⬅ + high punch
This move is terrific for taking out airborne opponents, as Sonya flies across the top of the screen in a most fetching, and very deadly, manner.

Teleport
⬇ ⬆ quickly
Can be used in all sorts of situations, but remember, Rayden is left exposed as his image reappears.

Sub-Zero

A member of the Lin Kevi Ninja clan, who has entered the tournament to prove their supremacy.

Ice Blast
⬇ ↘ ➡ + low punch
An icy ball of frost which temporarily freezes an opponent, but don't try to freeze an already frozen opponent, or it will backfire.

Energy Wave
⬅ + low punch
An easy to execute missile attack, made difficult to avoid by its spread effect as it nears an opponent.

Slide
⬋ + block, low punch, low kick together
This combo is meant to give you a slide, but, when we tried it, all that happened was that Sub crouched down.

Teleport Punch
⬇ ⬋ ⬅ + high punch
A great move for two reasons:
1. It can get you out of corners.
2. It can surprise your opponent by attacking from a new position.
However, don't forget that the teleport punch is a bit crap, as it's slow and easily blocked.

Lightning Bolt
⬇ ↘ ➡ + low punch
A long, slow bolt of lightning, which is difficult to avoid.

Finishing Move: Ice Death
(Stand one to one-and-a-half character lengths away)
➡ ⬇ ➡ + high punch
What a let-down! Out with the spine ripping blood-fest and in with this rather crap, freeze your enemy and smash his frozen persona-type move. Yawn.

Finishing Move: Fire Death
Hold block + ⬆ ⬆
At last! An arcade-perfect death sequence: Scorpion takes off his mask to reveal a skull with which he engulfs his enemy in a burst of flames. This is the easiest finishing move in the game.

Leg Throw
⬇ + block, low punch, low kick
Nothing special, but it's powerful.

Finishing Move: Kiss Of Death
➡ ➡ ⬅ ⬅ + block
Sonya blows a kiss at her enemy, which floats about a bit before engulfing him/her in flames. Brill.

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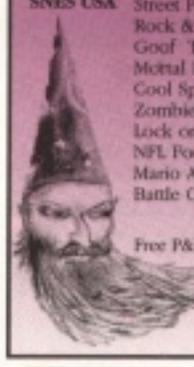

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Camel Try	£30.99	Street Fighter II Turbo	£79.99
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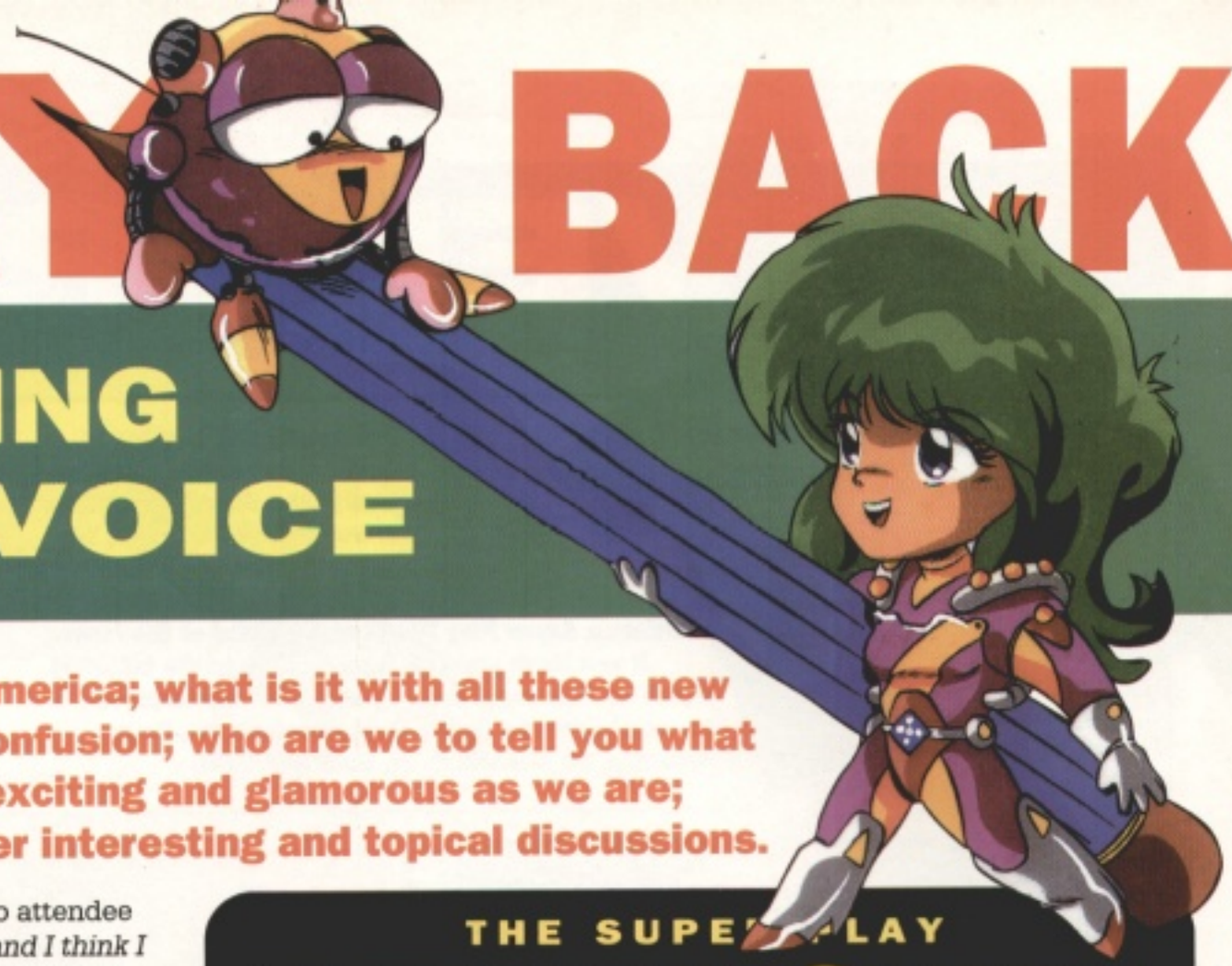
PLAY BACK



HYPER EXCITING READER'S VOICE

This month in Play Back: a letter from America; what is it with all these new adaptors?; embarrassing name/letter confusion; who are we to tell you what games are good?; how we got to be as exciting and glamorous as we are; why *UN Squadron* is crap; and many other interesting and topical discussions.

'SOMETIMES FUNNY'

Wow! Incredible magazine, folks! I'm amazed I even found it, because I live in America (I found issue 10 in a book shop here). I'm also writing to your subscription people to see if I can keep receiving the mag. (*They'll be only too happy to oblige – Ed.*)

Now, I know this is old news, but you have to remember it probably took a while for issue 10 to scoot on over the Atlantic. A few 'American perspective' comments (as if you cared):

1) A trivial correction for Matt Bielby, the CES Chicago attendee and editor. (Ex-*editor, and I think I know what's coming... – Ed.*) The Chicago Bulls (even England must have heard of Michael Jordan) beat the New York KNICKERBOCKERS (or Knics), not the Giants – they're one of New York's football teams – in the pro basketball play-offs. Sorry to be so uptight, but hoops *is* my favourite sport...

2) Kudos on *Home Improvement* winning top tackiest game. It's a sometimes funny, always sexist 'smash hit' that couldn't possibly translate into a decent game.

3) Great article on American vs Japanese ads. Innovation and aesthetic beauty are considered risky by conservative American companies. But, besides Wil, who can paint as beautifully as the Japanese illustrators? Personally, I prefer ads that show me what the game really looks like.

Anyhow, once again, I'm blown away by *Super Play*. Y'all pack in so much stuff into the mag it's mind-bogglin'. Needless to say, your American SNES mag counterparts pale sadly in comparison: more ads, less substance, and very conservative reviews (when they bother to review anything). I also love your glossary at the end of the magazine – nice touch.

Well, enough ass-kissin'! I hope I can keep getting this puppy...

Sincerely yours,
Jon Hornbacher, Madison, Wisconsin, US.

(Puppy? Where? – Lisa.)

'WHAT ON EARTH HAPPENED'

Please, please, PLEASE will you let readers know what on earth happened to the *Prince Of Persia* challenge put forth by your magazine in issue 1? The Nintendo Hotline say it's impossible to enter that passage. As you issued the challenge, it is surely incumbent on you to supply the answer. If there *is* an answer.

Yours sincerely,
John Champneys, Ely.

You mean the *Super Play* Challenge in the Super Player's Guide, we'll wager. And, erm, the reason we originally issued the challenge was because we've no idea how you enter that passage. And we still haven't, despite trying everything we could possibly think of. So we have to assume that it was put there simply to tantalise us. Maybe someone could rustle up an Action Replay code that stops you from dying when you fall, and finally lay the challenge to rest.

'SICK AND TIRED OF THIS CAT'

I've just received my copy of *SFII Turbo* (American version) from the importer, and to say I was looking forward to it would be an understatement. But guess what? Yep, that's right – even with my 16-bit convertor, which even plays imported Super FX games, it won't work on my PAL machine. Oh dear.

And so on to the point of this letter. Basically, I'm sick and tired of this cat and mouse game between Nintendo and the importers. The only ones who're being hurt are us, the consumers.

I've been told that a 'new, super-improved adaptor' will be available in the traditional, clichéd importer's time of 'a couple of weeks, honest, guv'. But is it really going to get to the stage that for every new game I also have to buy a new adaptor?

I paid £70 for *SFII Turbo* – a price which I consider to be fair and a lot cheaper than a lot of other companies are selling it for. But another £20 for the adaptor pushes it up to £90, and that's too much. Neo Geo games get slagged off for their prices, but if we continue at this rate we won't be far behind.

Of course, the whole problem boils down to the incompetence of Nintendo's distribution system. Nintendo say they have different distribution and release dates across the world to maintain a fair price for their games. (*They do? – Ed.*) It's more like ham-fisted market manipulation. Keep the customer champing at the bit for one particular game, so when it's released it sells tens of thousands in one day. What's the point? So it looks good in the press? So yet again they can stick one on Sega? The two reasons I've given are poor ones, but the sad fact is that they're the reasons given by Nintendo's own staff (and I've asked them!).

Magazines like yourself have always gone on about fair pricing, but let's face it – people will, and do, pay £50-60 for a good game because they can appreciate the hard work, the months and years, that goes into a good game.

Nintendo should be chuffed enough at this to have the decency to give British games players the new games when the rest of the world gets them, and not months and months later.

I'd like to put this to Nintendo: You say you're superior to Sega. But even they can organise a simultaneous worldwide release date. So why can't you?

Finally, if this continues to go on, I will sell my much-loved SNES out of pure frustration, and according to my console-owning friends I'm not alone. At the last count I've spent over £800 on software alone. If more people like me stop spending this money on Nintendo products, how much longer will Nintendo be able to shut their eyes to this problem?

Yours faithfully,
Gary Lessels, Edinburgh.

You're right – the difference between Nintendo's Japanese, American

THE SUPER PLAY INTERESTING-O-METER

Your at-a-glance guide to the topics causing a stir, and the ones which leave the teaspoon lying in the saucer. Follow it carefully.

HOT
- Letters from abroad
- What you want for Christmas
- Nintendo's new super-machine

NOT
- Adaptors
- Game endings
- Pitiful pleas on behalf of Neko

Super Play discovers the next Picasso?

ENVELOPE ART!

Another month and another sackful of your artwork has arrived in the *Super Play* office. And this month we have *two* winners. We just couldn't decide between them, they were soooo good. we decided to give both the lucky artists a *Super Play* T-shirt and a share of the fame.

If you think you can draw as well as the talented bunch on this page, then send in your masterpieces to the usual address: *Super Play*, Envelope Art, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

Though Anon of Basingstoke's effort is great, it's not on an envelope, so no T-shirt, Anon!

Pop'n Twinbee from Eddie Robson of Middlewich in Cheshire.

Pradeep Nair of London's cheeky rendition of the *Super Play* team as *Street Fighter II* characters had us in stitches.

This brilliant, bright and bubbly *Super Bomberman*-inspired envelope comes courtesy of Daniel Mann from Bedford. We love it, and think it deserves a T-shirt.

Glenn Jackson from Hornchurch, Essex has promised to send us more artwork on cels. If it's anything like his fab *Ranma ½* girl, he's welcome to!

T-SHIRT WINNER!

and UK release dates is incredibly frustrating. And, although the problem's limited to games that Nintendo themselves publish in this country (third-party publishers seem to have a better grip on worldwide synchronisation), Nintendo's plans to step up their publishing activities can only add to the delays. So come on, Nintendo! Slice through that red tape!

As for adaptor incompatibility, for as long as Nintendo persist with their policy of different carts for different countries, you can't blame them for pulling out all the technological stops in their attempts to enforce it. Sega are doing the same thing. Meanwhile, you'll find everything you need to know about the latest round of adaptor upgrades in Super Express.

'WHAT THE HELL IS GOING ON?'

What the HELL is going on? Two months ago I wrote you a letter concerning the coverage of anime in your magazine. Today I bought issue 11, and was pleased to see it printed, headed 'Believe it is the best SNES mag'. Amazing! A word for word copy of my letter.

But what's this? 'Yours sincerely, S Singh, Peterborough'? Who the hell is that, then? I've certainly never heard of him, and it isn't my name. So what's your excuse? If I write you a letter praising your mag, I expect to be credited for it, and not exchanged for some made up name. You may not care, other readers may not care, but it matters to me.

I expect things to be rectified. Get my name printed properly, and tell me who the hell S Singh is.

Yours,
Robert Iveson, Wakefield.

Um... oh no.

'SLIGHTLY ANNOYED'

May I just ask you to rectify an editorial error made in the Playback section of *Super Play* issue 11. The letter headed 'Believe it is the best SNES mag', with a blue background on page 84, was credited to an S Singh of Peterborough. I *am* S Singh of Peterborough, and in issue 10 my letter appeared in Play Back, but you seem to have used my name again for someone else's letter. I didn't write the letter in issue 11, and I'm sure the person who did is slightly annoyed that his/her writing was credited to me! Please could you put this right.

Yours sincerely,
S Singh, Peterborough.

Er... Er... Quick, lads – leg it.

'I'M FURIOUS'

I'm furious! What's going on when a magazine journalist tells me, part of the games playing public, which game I should or should not be 'getting excited' about? I'm referring to Jonathan Davies' comments on the *Mario All Stars* review in *Super Play* 11.

If games buyers at large are all talking about *SFII Turbo*, and largely ignoring *Mario*, then so be

KINDLY LEAVE THE STAGE

More low-grade 'humour' for which you've only yourselves to blame.

Win a T-shirt!
(If your joke scores at least 5/10.): Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Q How do you stop your dog from digging up the garden?
A Hide his spade.
Vincent Miles, Hornchurch.
1/10

Q What's the writing on a zoo wall called?
A Giraffiti.
Jamie Anderson, Edinburgh.
0/10

it. But no, he obviously thinks we need re-educating, so we get 10 pages of *Mario* this and that, and only four of *SFII Turbo*.

I've got no doubt that when the *Turbo* hype dies down, a lot of people will suddenly discover *Mario All Stars* and all the other excellent releases to grace the Super Nintendo over the last couple of months. However, I think *Super Play* has done us a disservice by giving greater space to a game which, by its own admission, isn't 'looked forward to' as much as *Turbo*. If we want *Turbo*, why give us *Mario*. Do we need the magazine, or does the magazine need us? You only get one shot at reviewing a new release. I think you've got it all wrong.
Andrew Snape, Ware.

Jonathan says: Sob. (*Pull yourself together Jonathan – Ed.*) Right, Andrew, just hold on minute. 'What's going on when a magazine journalist tells me... which game I should or should not be "getting excited" about?' That's our job, dumbo. (*Go on! That's the spirit! – Ed.*) What are we supposed to be doing, if not bringing to your attention the games you'd be wisest buying? And giving the best games the most coverage, irrespective of the marketing hype behind them? And anyway, half a page in issue 8, four pages (and a cover) in issue 9, another page in issue 10, four more pages in issue 11, a twenty-four page book with issue 12... What more do you want – blood?

'CORRECT ME'

In answer to Jim Lightfoot's query about what the Japanese says on Ryu's stage, well, it says something like (and correct me if I'm wrong) 'Fire mountain, water and wind'. On Chun Li's I don't think it's written in Japanese, because she comes from China, but at the end when she wins she says something like 'Ya Ta', which in Japanese means 'excellent'.
Oly, Bath.

That clears up that, then. Sort of.

'YOUR JOBS'

I am 16 and I am interested in knowing how you all got your jobs at *Super Play*, because it is my ambition to work in a computer magizine such as yours. I would also like to know what kind of qualifications you would need.

Please could you all tell me what you all do (if anything) besides playing and reviewing games in a month's work.
Yours sincerely,
Anastasios, Leicester.

James started out in Future Publishing's advertising department, arranging for ads to be printed in the mags. But he got fed up with that, and started working as a writer instead, on mags like *Commodore Format*, *Your Sinclair* and *GamesMaster*. And then, one day, Steve, our publisher, asked him if he'd like to be the editor of *Super Play*, and he replied: 'Yes, all right then.' Sue used to be the Production Editor of women's weekly *Me*, but her life changed when one day she saw an ad in the *Guardian*, replied to it and ended up here. Lisa went to art college for five long years studying graphic design before, like Sue, replying to a Future ad. Zy did some freelance writing for RPG mags, went to college and then came to *Super Play*. Jez came here fresh from art college. And Jonathan did lots of freelance writing for games mags while he was at college, and started on *Super Play* as soon as his education was complete.

Working on *Super Play* involves playing games; lots of chatting on the phone to software companies; travelling round the world trying to get hold of games and news and stuff; writing all the millions of words that fill the magazine, and sorting out all the pictures; laying out all the pages using posh DTP computers; and loads of other tasks. It also helps if you can spell words like 'magizine' properly.

'THIS TRASH'

I am writing to say that I think you and nearly every other magazine overrated *UN Squadron*. I was lent this poor game by a person trying to get rid of it, after buying it due to the praise it got. This game is boring, dull and repetitive, and after I saw it as 'Classic Game' I had to write this letter. Classic? That's a joke and a half. Many people will disagree with me I know, but I hope I will stop any future buyers of the game and make them reconsider. If you want a decent shoot-'em-up, get *Desert Strike* or *Starfox* instead of this trash.
Yours criticisingly,
Michael Gibson,
Newcastle-upon-Tyne.

Don't listen to him, everyone. *UN Squadron*'s great.

HIGHLIGHTS

Super Play is really cool, so I'd like you to send me a *3x3 Eyes* video. Will you?
Aidan Carter,
Kalamunda, Australia.
No.

Seeing Neko smothered in love nearly made me sick.
Billy Hills, Cowplain.
Perhaps we did go a bit too far that time. Sorry.

I've been playing video games for about five years.
Jamie Anderson, Edinburgh.
(*No... Oh, go on then – Ed.*)
Blimey, you must be exhausted.

Everyone keeps suggesting that Nintendo is getting left behind RUBBISH.
Jonathan Lockley, Walsall.
We checked behind all our bins, and couldn't see them anywhere.

Although it was quite funny at first, don't you think that this 'You're fired', 'You really are fired', 'Once more and you're fired' etc thing has dragged on long enough?
Matthew Brennan,
Stoke on Trent.
Too long, in fact.
(*You're fired – Ed.*)

WRITE, DO!

Play Back is your chance to confabulate on anything Super Nintendo. And you might win a *Super Play* pen or T-shirt! So write to:
PLAY BACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

HOT SHOTS

Super Play's High Score Table

Welcome, once again, to the column that gives you the chance to pit your wits against the cream of games players. But, what's going on? We've had a grand total of four letters from you. Surely, there are more Hot Shots out there?

WWF ROYAL RUMBLE
Did the Royal Rumble in 55 seconds
Jonathan Keighery, Derby.

DESERT STRIKE
3,308,600
Paul Connor,
Runcorn, Cheshire.

SUPER CASTLEVANIA
4:229,640
Paul Connor,
Runcorn, Cheshire.

SUPER STAR WARS
114,550 (on Jedi)
Paul Connor,
Runcorn, Cheshire.

SUPER R-TYPE
1,266,300 (on Hard)
Paul Connor,
Runcorn, Cheshire.

MICKEY'S MAGICAL QUEST
265,200
Jim Rennie, Taunton.

TURTLES IV
663
Jim Rennie, Taunton.

F-ZERO
Mute City: 2' 41" 10
Big Blue: 2' 56" 96
Sand Ocean: 3' 22" 98
Death Wind 1: 2' 22" 32
Whiteland 1: 2' 50" 82
Silence: 2' 53" 98
Port Town 1: 3' 23" 00
Chris Webster,
Chelmsford, Essex.

SUPER SOCCER
Belgium vs Nintendo: 11:0
Chris Webster,
Chelmsford, Essex.

Come on, you lot, get your fingers on your joypads and get sending in those winning times. The address to write to is, as usual: Hot Shots, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

WHAT CART?

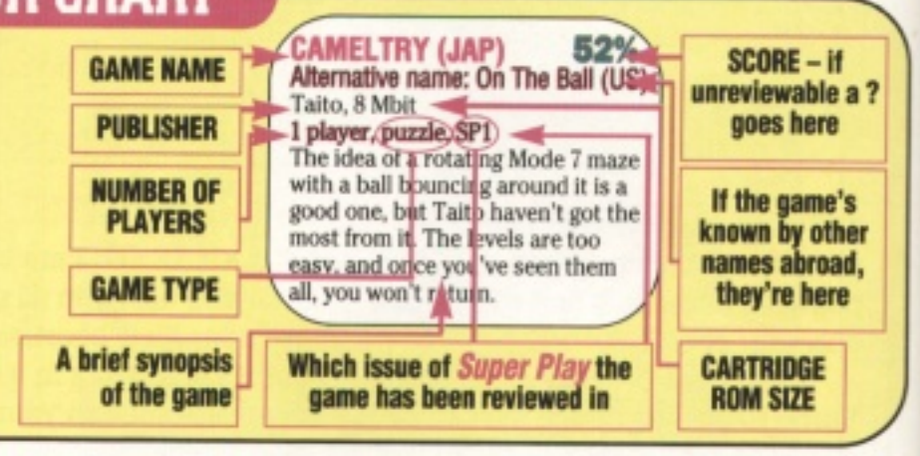
SUPER PLAY'S GAME LIBRARY

This month there's a massive 320 games for you in What Cart?, and another *Super Play* Classic game is dragged forcibly out of its hiding place and honoured properly.

If you can think of any Super Nintendo game we've missed from our listing (RPGs don't count!), then write us a What Cart?-style review and send it in – you might even get a stylish *Super Play* T-shirt for your trouble. The address to write to is, of course: What Cart?, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:


GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.
Which issue of Super Play the game has been reviewed in
SCORE – if unreviewable a ? goes here
If the game's known by other names abroad, they're here
CARTRIDGE ROM SIZE

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTION PACHIO (JAP) 42%
Coconuts Japan, 8 Mbit
1 player, platform, SP9
A crap, slow, *Sonic* lookalike that barely manages to crawl along. Boring stuff.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2
A brilliant combination of strategy and platform action. Graphically great, and the music's brilliant, but make sure you buy the UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. Challenging and frustrating in places, but passwords allow quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* platform game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
An airport management sim that has its moments, but is too serious for its own good. Well presented, but there's not enough here to hold your interest.

ALIEN³ (US/UK) 84%
Acclaim, 8 Mbit
1 player, shoot-'em-up, SP9
Accurate platform film conversion with great graphics, fabulous weapons and some nice music. Big, too.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

AMERICAN GLADIATORS (US) 16%
Gametek, 8 Mbit
1 to 16 players, sport, SP10
Oh dear. A *very* sad attempt at reproducing the tacky-but-appealing gameshow. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
The graphics are superb, the action is varied, and there are lots of great cinema-style close-ups – a true original. Too short, however.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ASTERIX (UK) 70%
Infogrames, 4 Mbit
1 or 2 players, platform, SP11
Although it ain't exactly an original concept, it's bright and cheerful to play.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2

So *Axelay*'s a bit thin gameplay-wise. But – ooh! – those graphics! They may be the most impressive ever! There're some fab baddies, too, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1
The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP/US) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*SFII* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP/US) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead-view driving game) where you can only see a tiny area of the track, and have to rely on signals to warn you of corners. It's 'challenging'.

BATTLETOADS IN BATTLEMANIACS (US) 80%
Trade West, 8 Mbit
1 or 2 players, beat-'em-up, SP11
Loads of fighting moves and great animation make for a varied and fun beat-'em-up.

BEST OF THE BEST (US/UK) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5
Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done okay. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a unusually poor release from Hudson Soft.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8
On 'Hard' setting this is a good, solid shoot-'em-up, only marred by slight slow-down and a lack of originality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A tacky horizontal scroller with anime-style robots in. It's different, but it's so crude and jerky. Not one to go for – there are better shoot-'em-ups around.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7

This has little to do with the film (except that it's got Jake and Elwood in), or the Amiga original. It's okay (quite nice, in fact), but doesn't match up to *Mario* etc.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8
Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and hard to negotiate, but the graphics are dreary, and it's boring.

BRASS BOSS (JAP) 56%
Alternative name: Doomsday Warrior (US)
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *SFII* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND (US) 77%
Accolade, 16 Mbit
1 player, platform, SP10
Despite the hype, this is no *Mario* or *Sonic*. Still, on its own terms it's a very playable platform game.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5
A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP/US) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4
A tedious variant of *Painter*, the ancient coin-op. It does its best to brighten up things with some special backdrops, but even they're not good enough to save it.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7
A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do.

CAL RIPKIN JR BASEBALL (US/UK) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7
A serviceable baseball game, with no real flaws, but *Pro League '93* is better.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
A football management game, based on a Jap comic hero! Dynamic match highlights, but unless you can read Japanese, and have tons of patience, stay away. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
Strange anime scroll-along-and-whack-nasties-type of game. RPG elements and lots of Japanese text make this a poor choice. Impossible to judge.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it's rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6

Bright, colourful platform game, based on Cheetos' (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform

game, with lots of imagination and fun touches, but it's all a bit bland and dull.

CLAYMATES (US/UK) 79%
Interplay, 8 Mbit
1 player, platform, SP12

Innovative (some of the sprites are animated clay figures) and fun to play. But it's too easy to finish.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 57%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
A very dull game that makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8
Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7
The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

CYBERNATOR (US) 91%
Alternative name: Assault Suits Valken (JAP)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, oddly, this is the first to properly use it. A brilliant (very Japanese) shoot-'em-up, dripping with high technology and boasting some great explosions.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – till you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8
Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well-balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up with helicopteriness pouring out of it. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This looks like ordinary golf, till you realise how wild the (totally made up) courses are. Fun, but not very serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky. Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1
One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Yet another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) 56%
Epoch, 8 Mbit
1 player, platform, SP10
Cute(ish), but full of Japanese text, and we still can't find much of a game here.

DRACULA KID (JAP) 82%
Naxat, 8 Mbit + BB
1 player, arcade adventure, SP10
An imaginative and very cute adventure game. If you liked *Legend Of The Mystical Ninja*, you'll just love this.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Jap *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first one available for the Super Famicom. An RPG with combat scenes and loads of Jap text. Very 8-bit in look. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8
An original beat-'em-up, with lots of special moves, fabulous anime graphics, and very *weird* presentation. As it has specialist appeal, it's unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1

Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan is a sprawling RPG with loads of Japanese text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

DUNGEON MASTER (US) 88%
JVC, 8 Mbit + BB + DSP
1 player, RPG, SP12
A true classic of a game. It's inventive, chock full of detail and a joy to play.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Avoid. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and not very good slice-'em-up, featuring a girl running around swiping things with her sword.

EXHAUST HEAT II (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
With more tracks than the original game, lovely parallax scrolling, and plenty of speed, this is great fun – like a more realistic *F-Zero*. No two-player mode though, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this makes a good job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8
A difficult overhead view driving game – only really any fun if you persevere.

FACEBALL 2000 (JAP/US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the Super Nintendo conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FAMILY DOG (US/UK) 39%
THQ, 8 Mbit
1 player, platform, SP9
Based on an obscure American cartoon, this *Home Alone*-alike is funny in places, but the gameplay is a real dog.

THE FANG OF EDO (JAP) 49%
Micro World, 8 Mbit
1 player, action, SP9
Odd scrolling slash-'em-up looks okay (when it's not slowing down), but lacks interesting action.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
One of a growing number of *Street Fighter II* lookalikes. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
In Japan this is the fourth in a popular series. This is the first version for the Super Nintendo, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG which is to be translated and retitled *Final Fantasy III* in the States. Buy that one, when it appears, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's a fun and involving quest for role-playing beginners. It's also cheaper than most releases.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the Super Nintendo. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and gets dull.

FINAL FIGHT 2 (JAP) 75%
Capcom, 10 Mbit
1 or 2 players, beat-'em-up, SP10
Lovely graphics, a much-needed two-player mode, some good tricky bits, and slightly more depth than it first appears make this probably the best scrolling beat-'em-up yet, but it's still very easy.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of an extremely weird game (see *SD Dodgeball*). The graphics are good, but the game itself is too simple to be particularly rewarding.

FIRST SAMURAI (UK) 80%
Kemco, 8 Mbit
1 player, platform, SP11
A good conversion of the Amiga classic, with wacky sound effects and loads of playability.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6
An average – if fairly likeable – Japanese shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

FORTRESS OF FURY (JAP) 68%
Alternative name: Operation Logic Bomb (US)
Jaleco, 8 Mbit
1 player, shoot-'em-up, SP9
Nice graphics, but slow and unimaginative gameplay.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fabulous Mode 7 racing game. Dead fast and smooth. Watch out for the vicious hover cars. Bland scenery and a weird futuristic setting, but it's an impressive display of the SNES' abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

THE GHOST OF KITARO (JAP) 61%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Weird, very Japanese, and very cartoony scrolling, shooting, beat-'em-up thing. Pretty, but odd.

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6
Famous Amiga platform shoot-'em-up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GP-1 (US) 62%
Atlus, 8 Mbit
1 or 2 players, sport, SP10
The only motorbike racing game on the Super Nintendo, but it fails to do anything much to recommend the sport.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
Another top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with some incredibly smooth scrolling. Average, but enjoyable.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and all packed onto a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive selling (in Japan at least) arcade/strategy game-thing, with Japanese text. Still, it's playable if you persevere, but this is one for real robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US/UK) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6

Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football Champ*. It's fast, but too easy in one-player mode – you'll need to play a chum to have any fun. Not as good as *Super Soccer*.

HIT THE ICE (US) 58%
Taito, 8 Mbit
1 or 2 players, sport, SP9
As much a beat-'em-up as an ice hockey game, and a bit on the shallow side.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*. Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1
Slow-moving, but attractive platformer, that ties in with the film neatly. It's a bit easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7
A very poor submarine shoot'-em-up, based on the film. So repetitive that each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is especially useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4
If you can live with the 'unique' control system, this is the best two-player Formula One SNES game. It's fast, with realistic handling and smart graphics.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space shoot-'em-up using Mode 7, but with nothing else there to recommend it. Tedious.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Cybernator*.

INTERNATIONAL TENNIS TOUR (JAP) 69%
Micro World, 8 Mbit
1 or 2 players, sport, SP10
This doesn't come close to *Super Tennis* or *Jimmy Connors*, but plays a reasonable game of tennis all the same.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* et al, however, mightn't be impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3
This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The SNES needs a top-notch pinball game – to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this isn't it. It's okay, but the ball moves too slowly, and the table isn't well designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3
A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay.

JAMES POND'S CRAZY SPORTS (UK) 53%
Storm, 4 Mbit
1 to 4 players, sport, SP11
They're crazy, they're sports, and they've got *James Pond* in. More for younger gameplayers, though.

JAPANESE PRO WRESTLING (JAP) 78%
Human, 8 Mbit
1 to 3 players, sport, SP12

Super Multitap-compatible and popular in Japan. It plays more like proper wrestling than *WWF Royal Rumble*.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5
Not as good a game as *Super Tennis*, but this gets pretty close and has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically very colourful, but the tunes don't vary and the gameplay's a bit repetitive. Fun for younger players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fabulous game on the Mega Drive and Amiga *isn't* on the SNES. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

KAWASAKI CARIBBEAN CHALLENGE (US) 20%
Gametek, 12 Mbit
1 player, sport, SP11
Motorbike and jetski racing at its worst.

KEVIN KEEGAN'S PLAYER MANAGER (UK) 59%
Anco, 6 Mbit
1 or 2 players, sport, SP12
Er... The first football management game on the SNES. When you've played it you'll wonder why they bothered.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Alternative name: Pocky & Rocky (US)
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up, with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6
Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, makes it hard to to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
An enjoyable Neo Geo game that's been clumsily converted to the Super Nintendo. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform
Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's odd and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Could do with more passwords, though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG
An odd mix of beat-'em-up and adventure. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US/UK) 56%
Kemco, 8 Mbit
1 player, RPG, SP12

Popular in Japan, but we found this fantasy game frustrating and a little on the dull side.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited. For SD fans only.

LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Ganbare Goemon (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the Super NES, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. The Japanese version is accessible, but buy the American cart to get the best value from it.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

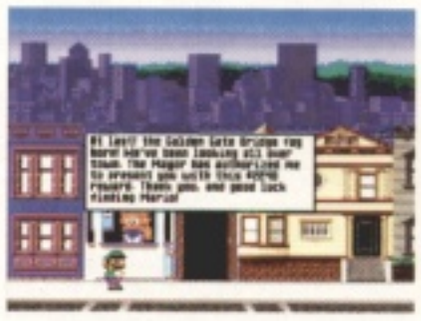
LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6
Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8
Three character (but one-player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
A jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7
Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO IS MISSING (UK) 70%
Mindscape, 8 Mbit
1 player, edutainment, SP11



Luigi travels around the world replacing bits stolen from famous treasures. His mission: to save Mario from his abductors. It's informative, but more for younger players.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

MECH WARRIOR (US) 63%
Alternative name: Battletech (JAP)
Activision, 8 Mbit
1 player, shoot-'em-up, SP9
Sort of like *Battle Zone* (well, a bit), but this time placing you in an armoured mobile suit, jumping around blasting things. Okay, but lacks imagination.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. An *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST(JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3
One of the most polished platformers around, though marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's a shame it's too easy.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Monopoly without the fun of cheating. If plays the game on the Super NES exactly as it should, but that's about it.

MORTAL KOMBAT (UK) 81%
Acclaim, 16 Mbit
1 or 2 players, beat-'em-up, SP11
They've taken out the arcade gore, and toned down the moves, but this is still a great beat-'em-up. Still not in the same league as *SFII* though.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NAMCOT OPEN (JAP) 80%
Namco, 8 Mbit
1 to 4 players, sport, SP9
A very nice golf sim with fast and efficient graphics, but a fair bit of Japanese text.

NBA ALL-STAR CHALLENGE (JAP/US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Infocom, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As a one-player game, better than *Human Grand Prix*, and so the best Formula One game on the Super NES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
Just as slick as *Extra Innings*, but without the cute characters, and it's slightly trickier to control. Still, this isn't a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

ON THE BALL (US) 52%
Alternative name: Cameltry (JAP)
Taito, 8 Mbit
1 player, puzzle, SP1
A rotating Mode 7 maze with a ball bouncing around, but Taito haven't got the most from it. The levels are too easy, and you won't go back to them.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8
Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting bit – both equally useless.

OUT TO LUNCH (UK) 84%
Mindscape, 8 Mbit
1 or 2 players, platform, SP12
It's big, with clever animation and enough difficulty to make it fun to play. It's cute, too.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and, unsurprisingly, very similar to the others. As the only golf game officially released in the UK, this is worth buying. It's fun and is accurate down to the very waves on the beach, but the porn movie music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill shows.

PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
A new horizontally scrolling shoot-'em-up has to be different to stand out. This has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1
SNES-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4
An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

POP'N TWINBEE (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8
Ultra-cute and colourful graphics make this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God himself. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *SFII*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

POWERMONGER (UK) 77%
Imagineer, 8 Mbit
1 player, strategy, SP9
Patience is needed to really get into this potentially deep and addictive game, but it's worth it.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Lawrence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6
The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of it fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A shaky conversion of *Kick Off*, with crude graphics and useless gameplay.

PSYCHO DREAM (JAP) 33%
Alternative name: Dream Probe (US)
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3
Real nostalgia value, as players of the 10-year-old coin-op will confirm. And plenty of effort's gone into making the game look the part. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up
A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But playing it reveals a game that's fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Jap TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

THE REN & STIMPY SHOW: 'VEDIOTS'(UK) 47%
THQ, 8 Mbit
1 player, platform, SP12

Based on an obscure American cartoon, the graphics are the best bit, but, sadly, the gameplay is boring.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman*...

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the SNES, we reckon. This is primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The cartoon's atmosphere is captured perfectly, with fab cartoony graphics and hilarious intro and outro bits, but the game itself stinks – it's a simplistic, poorly-executed platform game.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's really difficult, and perseverance is rewarded by an unimaginative shooter with little connection to the film.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action
Lovely graphics, but that's about it. This consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. Awful.

ROCK 'N' ROLL RACING (UK) 88%
Interplay, 8 Mbit
1 or 2 players, sport, SP12
A spruced up *Super Off Road* that's challenging and lots of fun to play.

ROCKY RODENT (JAP) 50%
Irem, 8 Mbit
1 player, platform, SP12

The graphics are repetitive, the sound annoying and there's little variety in gameplay. Mediocre.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Interlocking ancient Chinese kingdoms make alliances, split up, then make other alliances, lots of people get killed, and we can't make sense of any of it. The US version reveals a simple game under all the maps and text-boxes, but still not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM stands for Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUN SABER (US) 59%
Atlus, 8 Mbit
1 or 2 players, platform, SP10
A few pretty backdrops don't save this failed *Strider* wannabe.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of Dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular Super Deformer series has spawned a lot of Super Famicom spin-off games, and they sell, no matter how bad they are! This was the first of the genre, and isn't great, being a crusty arcade adventure with tedious gameplay.

SD GREAT BATTLE III (JAP) 63%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Cute characters and nice graphics, but it lacks variety and depth of gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Jap RPG, but the crappy graphics, sound and Jap text make it unplayable. Impossible to judge.

SEPTENTRION (JAP) 90%
Human, 8 Mbit
1 player, platform, SP10
A very original and atmospheric *Poseidon Adventure*-style disaster game. If you can work around the heavy use of Japanese text it'll last you ages.

SHADOWRUN (UK) 85%
Data East, 8 Mbit
1 player, RPG, SP10
A brilliantly-presented, scrupulously-designed adventure game, packed with puzzles and simply oozing atmosphere.

SHANGHAI 2 (US) 58%
Alternative name: Super Shanghai (JAP)
Activision, 8 Mbit
1 or 2 players, puzzle, SP9
A very simple puzzle game – based on the ancient Chinese classic – that becomes strangely more-ish.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The SNES version of this all-time great is probably the best yet (more user-friendly), but it doesn't push the SNES to its limits.

SIM EARTH (JAP/US) 34%
Imagineer, 6 Mbit + BB
1 player, strategy, SP9
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's very easy and won't take you long to finish. With some weird bubble gum bits.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8
Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character – a superhero with a deadly line in punches. It's a beat-'em-up, though, and so gets pretty dull.

SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese, that is).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
If you've played *Ballblazer* on the Commodore 64 before, that's the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills in the short-term, but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that loses its appeal fast. Unattractive graphics are only saved by imaginative music. Fun for a bit, but somehow it looks dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2
Spindizzy's sparkle seems to have dulled since its heyday on the Spectrum, partly thanks to the game's shift of emphasis from exploration to puzzle solving. A neat little thing all the same.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7
What can we say? This is brilliant. It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
This is the game that's selling SNESs by the bucket- load. It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STREET FIGHTER II TURBO (JAP) 96%
Capcom, 20 Mbit
1 or 2 players, beat-'em-up, SP11
A faster, better-looking version of *SFII*. Quite simply, the best beat-'em-up ever.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
Average vertical blaster, with poor and unvaried backdrops, but okay sprites and some nice explosions. A dull game that only works in two-player mode.

STRIKER (UK) 89%
Elite, 4 Mbit
1 or 2 players, sport, SP10
The best SNES football game so far, this comes equipped with easy-to-use controls and a nice replay mode. Brilliant.

SUMO SPIRITS (JAP) 47%
Takara, 8 Mbit
1 or 2 players, sport, SP9
The most realistic, and so best, of the two sumo games we've reviewed. It's all a bit limited though.

SUNSET RIDERS (UK) 87%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP12

A faithful conversion of a classic arcade game and an enjoyable two-player blast.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game.

SUPER AIR DIVER (UK) 51%
Sunsoft, 4 Mbit
1 player, shoot-'em-up, SP12
Looks good, but has little substance to the gameplay.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the SNES can handle a mad *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical feat than that well-designed, and it's a bit weapon-mad. An excellent buy anyway.

SUPER BACK TO THE FUTURE 2 (JAP) 61%
Toshiba EMI, 8 Mbit
1 player, platform, SP12

The graphics and sound are good, but the controls are awful. Avoid.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
A middling baseball game. The pitching and batting are good, but the fielders are unco-operative and the graphics poor, with pointless Mode 7 whizzing about. The music's good, though.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6
A difficult-to-control baseball game, with garish graphics and poor animation. There are lots of better ones out there.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battle Zone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and it has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
Far too easy. Possibly the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
Cute cartoony-looking golf game with nicely drawn fairways and greens. But, this isn't as playable as *Hole-in-One*.

SUPER BLACK BASS (JAP) 42%
Hot B, 8 Mbit
1 player, sport, SP10
Er... do you *really* want to pretend you're fishing on your SNES?

SUPER BOMBERMAN (JAP) 92%
Hudson Soft, 4 Mbit
1 to 4 players, action, SP9
A brilliant, completely manic, maze-based cat-and-mouse game. With bombs in it. Taking full advantage of the new Super Multitap adaptor, it's unbeatable fun with four players. We're addicted.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games ever. More action is needed, but superb parallax and incredible soundtracks generate an atmosphere that's appreciated by serious gamers.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom *Little Ninja Bros*. The overhead view-point changes at regular intervals for combat. Cutish but rather basic, with loads of Jap text. Impossible to judge.

SUPER CONFLICT (US) 49%
Vic Tokai, 8 Mbit
1 or 2 players, wargame, SP9
A sad, outdated hex-based wargame that gets boring very fast.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling view-point and isn't going to impress anyone. That's a shame, because it goes into lots of detail – moves and rules-wise – and there are some nice graphical touches.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping-and-kicking-about-type action, inject a bit of life into a deceptively crappy-looking beat-'em-up. Enjoyable, but too easy and rather '8-bit'.

SUPER DUNKSTAR (JAP) 55%
Sammy, 8 Mbit
1 or 2 players, sport, SP9
This one plays basketball okay, but has primitive graphics and very few options.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few overhead-view racing games that works. Fast, with a good 'driving feel' and plenty of options to cater for the long-term player. Recommended.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
Nothing to do with the Amiga *F1 Grand Prix*, this is like *Battle Grand Prix*, without the split-screen two-player mode. You see more of the track on-screen, and more warning of corners, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
An appalling F1 driving game – *Nigel Mansell*'s so much better.

SUPER FAMILY TENNIS (JAP) 83%
Namcot, 8 Mbit
1 to 4 players, sport, SP11
The second Multitap-compatible tennis game – and as such is fun, though *Super Tennis* and *Jimmy Connors* are better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Not as smart-looking as *WWF*, but a more challenging game (the 20 wrestlers all behave differently, for a start). But in one-player mode it's impossible to beat the computer. Okay, if you can live with the dull visuals and haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Japanese text, laughable graphics and is completely crap as a one-player game, but it's great fun to play with four players using the Super Multitap adaptor, despite slow-down.

SUPER FORMATION SOCCER II (JAP) 70%
Human, 4 Mbit
1 to 4 players, sport, SP11
The only difference between this and *Super Formation Soccer 1* (ie *Super Soccer*) is that this is Multitap-compatible.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
A sequel, unique to the SNES. Some brill graphics (loads of slow-down) and nice tunes, but it's tough – and, as it lacks battery back-up or passwords, it can be frustrating. Well made, but difficult.

SUPER HIGH IMPACT (JAP/US) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP11
A playable and accessible arcade-based American football game.

SUPER JAMES POND (US/UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8
Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO COLLECTION (JAP) 96%
Nintendo, 16 Mbit
1 or 2 players, platform, SP11

Four classic NES *Mario* games in one – *Super Mario Bros*, *Mario Bros 2*, *Mario Bros 2 USA* and *Mario Bros 3* – but with new 16-bit graphics. As all of them are huge, involved, and brilliant, it'll take you ages to finish, making this perhaps the best value cart ever.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game, and the best two-player game ever. It's perfect. Four fab games in one: There's the Grand Prix, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
On the downside, the backgrounds are repetitive, but this is a gameplayer's dream – you'll spend weeks deciphering it. This remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US/UK) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4
While *Super Basketball/Super Dunkshot* is the basketball game to go for if you want to wow your friends, this is more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never know this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead-view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing about. Short-term, it's good fun. Great music.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a great game, and allowed two people to pop bubbles at once. This is a good conversion, with smart graphics and plenty of speed, but only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op, that's the best of Konami's recent string of classics. Superbly colourful sprites, a hilarious sense of the bizarre, and great music. Enjoyable (though a bit easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR (UK) 90%
Alternative names: Contra III (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around so far. Superb use of Mode 7 and great sound put this in the super league. Brilliant two-player action makes it unmissable.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and fab graphics, make this one of the best-looking shooters. Not perfect, thanks to jerky scrolling, awful slow-down and no restart points. It also lacks the best bits of the coin-op – *R-Type II* (not the original game) – on which it's based.

SUPER SMASH TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1
A translation of the ultra-violent coin-op, this is incredibly good short-term fun. No slow-down, lots of tough bits and hugely addictive – you'll keep coming back to it. Recommended.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
Super Soccer might have handed over its 'Best UK Football Game' crown to *Striker*, but it's still an enjoyable game with impressive 3D graphics. It's full of annoying flaws, though, and once you've played *Striker* you won't return.

SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music's a perfect rendition of all the best tunes from the film – followed by the fab *Star Wars*y feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER STRIKE EAGLE (US/UK) 61%
MicroProse, 8 Mbit
1 player, shoot-'em-up, SP8
Disappointing flight sim-type thing. It's Amiga and PC-based namesakes were so much better.

SUPER SUMO (JAP) 44%
Namcot, 8 Mbit
1 or 2 players, sport, SP9
Nice comedy graphics and decent gameplay (as far as it goes), but *Sumo Spirits* is the better game.

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
Slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring.

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
This is one of the best tennis games on any machine (only rivalled by two fab games on the PC Engine). The range of shots is amazing. It's not all bashing a ball about, either – there's a whole line-up of tournaments and stuff to enter, too.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5
Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US/UK) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8
A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER TURRICAN (US) 80%
Seika, 4 Mbit
1 player, shoot-'em-up, SP10
A sort of 'remix' of the original Amiga *Turrican* games, this is fast and smooth, with some slick graphics and smart sound. Remarkable for 4 Mbit really.

SUPER VALIS IV (JAP/US) 52%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girls but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird, with a 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fun – especially with two.

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WIDGET (US) 54%
Atlus, 8 Mbit
1 player, platform, SP12

Another American cartoon-based game. And another boring game, too. A pattern is emerging?

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but no warning of corners. However, the split-screen two-player mode is a bonus. The UK release will follow under the name *Suzuki F1*. (Perhaps.)

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up where you guide a dragon down baddy-infested passages. It looks tacky but is actually quite good. Not much of a challenge, though.

TAZ-MANIA (US/UK) 54%
THQ, 8 Mbit
1 player, 'running game!', SP9
The only 'running game' on the SNES (like a driving game, but on foot!), with a fab scrolling road, but little gameplay.

TERMINATOR (US/UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side OK, but fails to make much of the game. Dark graphics, but, admittedly, a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6
A fairy good conversion of the PC original to Super NES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the SNES – slow-down spoils it! And no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

TINY TOONS (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are difficult to pull off, and this is the kind of thing that happens as a result. It's well presented, but the gameplay is really simplistic and gets boring fast. Steer well clear.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
The screen is divided down the middle so two players can compete – it's dull as a one-player game. Developed by Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode 7 graphics or elaborate trackside detail, just lots of fast driving fun.

TOYS (US) 24%
Absolute, 8 Mbit
1 player, shoot-'em-up, SP9
Very sad and boring film conversion, with awful graphics.

TRODDLERS (UK) 79%
Storm, 4 Mbit
1 or 2 players, puzzle, SP11
A cute *Lemmings*-like puzzler, with loads of levels and a strange addictiveness.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A great beat-'em-up. Superb graphics, some clever characterisation, frantic gameplay, and loads of levels mean plenty of fun. On the downside, it's repetitive, and is quick to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8
Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport, eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's really only for footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But then you realise that's how it's meant to be. This is based on those dreadful Jap disaster movies you see on Channel 4.

ULTRASEVEN (JAP) 45%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Funny, but tacky, Godzilla-style beat-'em-up, packed with totally ridiculous space monsters.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so incredibly boring.

UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
Brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the SNES. It does slow down a bit, but the action is still really exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

USA ICE HOCKEY (JAP) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8

Graphically fine, but with far too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7
A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

VANNA WHITE'S WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is probably the only reason we actually bothered to give it a mark at all.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport
The second of three golf games all using the same programming and graphics (the others are *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the SNES.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Very dated and very crudely presented space shoot-'em-up in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's just no comparison.

WAYNE'S WORLD (UK) 26%
THQ, 8 Mbit
1 player, platform, SP9
'Not worthy, not worthy' – and we'd agree. Funny graphics, awful game.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5
A big 3D spaceship sim/shoot-'em-up-type thing. Overrated in its original PC form, and a less-than-sparkling Super Nintendo conversion doesn't help matters. But, having said that, it's not actually that *bad*.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not as impressive as the screenshots (see *SP2*) make it out to be, but this is still an attractive and atmospheric World War I game. The only existing Super NES flight sim where you can actually shoot things

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6
Tetris-based puzzle game, with potential. However, assorted glaring faults (chiefly that it gives you absolutely no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Imagineer, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the Super NES, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

WORLD LEAGUE BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
Famous for its 3D graphics – the pitch spins and zooms in and out impressively. It's got brill sound effects, and it plays great basketball. A bit confusing, but otherwise fab.

WWF ROYAL RUMBLE (UK) 79%
LJN/Acclaim, 16 Mbit
1 or 2 players, sport, SP10
All your favourite WWF wrestlers in a game that had us crying with laughter. Badly flawed in one-player mode, but brilliant fun with two.

XAK (JAP) ?%
Sunsoft, 8 Mbit + BB
1 player, RPG
Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1
An obscure game that ought to be better known, with a great central character. Controls are versatile and unusual and it's tough. Lots of Jap text spoils things, but if you're adventurous, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* comes another disaster! – an *E-SWAT* clone. You control a robot through different zones, each with a guardian. Sounds okay, but dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. Oh dear.

YOSHI'S COOKIE (JAP) 76%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP11
A fun *Tetris*-alike puzzle game, featuring Jammy Dodgers and ginger nuts.

YOSHI'S SAFARI (JAP) 69%
Nintendo, 8 Mbit
1 or 2 players, Super Scope, SP12

The best Super Scope game so far, with some nice graphics, but it's a bit too easy to finish.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG
Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but this is still a top quality RPG. Instead of an overview of the landscape, you get a scrolling side-on perspective. And though it's not as big as the first two games, it's fab fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else it boasts proves difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame, in the same way as *Super Mario World* dominates the platform world. Though *Zelda* addicts may complain it's not as drawn out as previous games.

ZOMBIES ATE MY NEIGHBORS(US/UK) 89%
Konami, 16 Mbit
1 or 2 players, shoot-'em-up, SP12

An innovative shoot-'em-up with plenty of monsters and lasting appeal.

Don't forget, if a game's not in What Cart?, then write and tell us. Send the details, with a short review, to: *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

SUPER PLAY CLASSIC

SUPER PARODIUS

No.4

It's *Super Play* Classic time again, the bit where we look at those old favourites whose brilliance still hasn't been surpassed by newer games. This month, we've chosen to put *Super Parodius* in the spotlight.

She may look innocent, but she throws fireballs.

JAP/US/UK Release

Game: Super Parodius
Publisher: Konami
Release: Sept 1992 (Japan and US)/Nov 1992 (UK)

Konami really produced a cracker with this game. A massive blaster which, at the time, was the equivalent of a blockbuster film (because it was colourful, had smart music and absolutely reeked of action).

Super Parodius really made people sit up. Instead of being moody and themed, it was as bright as a new box of paints, and the cartoony images have since been copied all over the Super Nintendo world.

It's deservedly a classic, and is still well worth a play today. OK, so maybe it looks a *bit* easy now, but just get a load of those huge bosses! Marvellous.

OVERALL SCORE: 86%

SUPER MARKET

Selling *Street Fighter II* and trying to get hold of *Street Fighter II Turbo*? D'you want to tell *everybody* about your fanzine? Got some hardware to sell? Or games to swap?

Then try a FREE AD Er... They're free!

HARDWARE FOR SALE

● SNES, PAL/SCART, with 14 games, three pads (one autofire) US/JAP adaptor, Super Scope. Games inc *SFII*, *Mario Kart*, *Mario IV*, *Contra 3*, and *MVP Baseball*, with SNES mags. All for £400. Tel: (0276) 24236.

● SNES for sale, two controllers, convertor, *Street Fighter II*, *Super Mario World* and *Zelda III*. Price £250. Tel: (041) 334 7520.

● Nintendo NES, two pads, all leads plus eight top games. Quick sale at £75 ono. Tel: Rohinton (081) 549 5311.

● For sale: Game Boy with five games, Gamelight, three carry cases. Sell for £130. Must be able to collect. Tel: (081) 840 7258.

● NES with light gun, Maverick 2 joystick and nine games, including *SMB 1,2+3*, *Zelda* and *Dragon's Lair*. All excellent condition and boxed. Worth over £350, sell for £195. Tel: Joe (081) 292 3719.

● US SCART 60Hz Super Nintendo, two joypads, *Mario World*, all leads, etc. Brand new and guaranteed. £110 including delivery. Tel: Phil (0246) 570614, after 6pm or (0709) 364494 daytime.

● Super Famicom SCART for sale. Seven great games (*Street Fighter II*, *Mario Kart*, etc). Offers around £330. Tel: Mark (021) 705 8891, after 5pm.

● Super Famicom: PAL, one pad, all leads, AC adaptor, universal convertor. £70 plus £5 p&p. Tel: Pete (0283) 702778.

● Free PC Engine: still boxed with *Wonderboy* cart, if you buy PAL Mega Drive with *Super Shinobi*, *Strider*, *Golden Axe*, *DS Boy*. Runs all carts. £200 including courier delivery. Tel: (08206) 30359.

● US SNES with *Mario* + two joypads + SCART leads. Sell £200, games sell separately (*Street Fighter II*, *Mickey Mouse*, *Wing Commander* + more – all US). Sell £25 to £35 each. Tel: (Bexleyheath) 3031262, after 5pm.

● UN SNES, *Pilotwings*, and *Super Tennis*. All boxed as new. Still under guarantee. £135. Tel: (0256) 26548, after 6pm.

● Quick! Boxed Mega Drive and 10 games for sale! Buyer must collect. For more details tel: (0923) 264108.

● SNES US (SCART), two joypads, universal adaptor and four games: *F1-Exhaust Heat*, *Human Grand Prix*, *Mario World* and *Super Tennis*. All for £290. No offers. Tel: (0753) 594207.

● Four month old PAL SNES, two joy pads, six American games, inc *SFII*, *Mario Kart* with convertor, Super Scope and six games. All for just £300. Tel: (0274) 492197.

● Super NES + *Street Fighter II* (UK) along with extra three year warranty. Boxed as new. Worth £180, will sell £100. Tel: (0903) 814488.

● Mega Drive for sale. *Streets Of Rage II* and *Sonic*. Mint condition only £135 ono. Tel: Dimitrios (081) 452 2063.

● Games Master convertor for sale. £7 ono. Tel: (0767) 680974.

● Atari ST 1040, two joysticks and £1,000+ worth of software. Will sell for £300 ono. Tel: (0733) 891732, evenings.

● US SCART Super NES with PAL booster and US *Street Fighter II*. £120. Tel: (0656) 785101.

● Amiga 500 (+1/2Mbit upgrade), joysticks, mouse + lots of games to choose from. £230 ono, or swap for Super NES (US) with pads and games. Tel: John or Joe (0865) 59914, after 4pm.

● Amiga 500 for sale, joystick, mouse, dust cover. 1/2 meg word processor, printer, loads of games. Box. £300 ono. Tel: Yash (0533) 532153.

● Sega Game Gear, six games, Master Gear convertor, AC adaptor, carry case, rechargeable batteries, only eight months old, boxed and barely used. Bargain at £140. Tel: (021) 427 7431.

● SNES + five games inc: *Tiny Toons*, *Star Wars*, *Mario Kart*, *SFII* and *Pilot Wings*. Adaptor and two controllers, £190. Tel: (0487) 830731.

● SNES (PAL) with two joy pads and four games, including *SFII*, *NHLPA Hockey '93*, *Probotector*, *Ghouls 'n' Ghosts*, with box, all for £200.99. Tel: (081) 856 9214, 4-8pm.

● PC Engine GT colour hand-held with seven games and carry case, excellent condition. Worth over £350, will accept £200 ono. Price includes courier delivery. No swaps please. Tel: (0702) 469518.

● UK SNES with *Mario World*, *Street Fighter II*. All leads and two joypads, £150. Tel: (0602) 322384, after 5pm.

● PAL SNES with *Street Fighter II*, two pads and mags, £90, no offers. Tel: Jason (0742) 750419.

● UK SNES, three controllers (inc Super Con 2), nine games (UK) including *Mario Kart*, *Mario World*, *Pilot Wings*, *Zelda*, *Sim City*. Still under warranty, all boxed, only £220. Tel: (0949) 838248.

● UK SNES, one joypad, joystick 'Trailblazer', seven games all boxed: *Mario World*, *SFII*, *Final Fight*, *R-Type*, *WWF*, *F-Zero* and *UN Squadron*. Pro Action Replay, three months old, worth £530, sell $425. Tel: (081) 991 0150.

● UK SNES with *Mario* £95, unwanted gift. Mega Drive with four games – runs all carts £120. PC Engine: boxed with *Wonderboy* £75. New SNES carts (JAP) and second-hand carts. Tel: John (08206) 30359.

● Super SNES (JAP), two joypads and five games: *SFII*, *Axelay*, *Prince Of Persia*, *Lemmings* and *Mario IV*, £180 ono. Tel: (0270) 587131, after 5pm.

● Nintendo with four games and four controllers for sale, excellent condition, only £70 ono. Tel: Steven (081) 568 5593.

● Atari 520 STE: 2 MGB with mono monitor, Timeworks publisher, games, two joysticks, £120 ono. Tel: (0603) 632014, after 5pm.

● Super NES, fully boxed with three games, two control packs, perfect condition, £95. Tel: (0663) 746295.

● SNES for sale with *Strike Gunner*, *Rival Turf*, *Joe And Mac*, *Dragon's Lair*, Super Scope, for £180. Tel: (0759) 303994.

● Sega Game Gear and five games including *Sonic*, *Donald Duck*, *Streets Of Rage*, etc. Worth £235, for sale at £115, all boxed with instructions. Tel: (0730) 265036.

● (UK) SNES, two controllers, *SMB4* (UK), *Sim City* (UK), *Wings 2* (US) and convertor, £175. *SFII* (US) £40, *Starwing* (UK) £45, *Bart's Nightmare* £30. Canterbury area only. Tel: Gareth (0843) 593430.

● I have a Nintendo system for sale, it includes two games, *Mario Land* and *Duck Hunt*, and includes the Zapper in mint condition, £70 ono. You have to be able to collect. Tel: (0268) 696973.

● UK SNES *SFII* pack (mint condition, fully boxed, etc), *Prince Of Persia*, *Mickey's Magical Quest*, *Zelda III*, convertor (boxed, etc) and two joypads (mint condition). Amazing buy for only £220 ono. Tel: (0382) 24608.

● SCART American turbo duo, SCART boosters plus 10 CDs such as *Lords Of Thunder*, *Loom Cotton*, *Gates Of Thunder*, *R-Type* complete, etc. Excellent condition, £350 ono. Tel: Craig (0443) 430042.

● Super NES for sale, 14 games all over 80% in *SP*, including *Starwing*, *SFII*, etc, or will swap for Neo Geo. Tel: (091) 489 1924.

● Super NES for sale, 14 games all over 80% in *SP* including *Starfox*, *SFII*, *Super Star Wars*, *Mario Kart*, etc, two controllers, all boxed, £450. Tel: (091) 489 1924.

● NES for sale with six games including *Mario*, *Turtles I*, *Star Wars*, *Cobra*, *Triangle*, *Track And Field II* and *Nintendo World Cup*, £100 ono. Tel: (081) 886 5985, after 6pm on weekdays.

● Game Gear, five games, gear to gear, mains adaptor, worth £280, sell £180, 24hr Lemans Scalextric £40 (full set, three cars, one broke but fixable) and SNES *Pilot Wings* and *Sim City*, £20 each. Tel: (Woodbridge) 380295.

● (UK) SNES, two joypads, US/JAP convertor, five games fully boxed, excellent condition, *Street Fighter II*, *Mario World*, *Prince Of Persia*, £185. Tel: 0284) 753360.

● Atari 520, loads of games, dust cover, mouse, joysticks, cost £600, bargain at £180. Tel: (091) 389 1810.

● ROCTEC Amiga, external disk drive, only £30. Mouse, joystick, switch – only £6. Tel: Russell (0274) 569790.

● Lynx II, boxed, two months old, good condition, and *Blue Lightning Rampage*, *Electrocop*, *Warbirds* and *California Games*, all boxed. Sell for £80 ono. Tel: (092) 3285766.

● Game Boy *Super M1 + 2*, *Dr Franken*, *Tetris*, *Link Up*, car adaptor, mains adaptor, magnifier, handy carry, all boxed, guaranteed, perfect condition, worth £220, will sell for around £130. Tel: Tom (0483) 33627.

● SNES, two joypads, mint condition, five games including: *SFII* and *Mario World*. Amiga 500, 1 meg, second drive and sampler, also some software, 3200, SNES, £150 ono. Swap both for Neo Geo. Tel: (0592) 82398.

● Super Advantage joystick for sale, five months old, boxed as new. Only £25 ono. Tel: Kevin (0484) 543576.

● SNES with extras and games worth £366, sell for £250 or swap for Amiga 600. Tel: (091) 258 1512.

● SNES, two joypads, six games, GamesMaster adaptor, games include *Mario Kart*, *Street Fighter II*, *Starfox* and *Zelda III*, £350 ono. Tel: (0491) 834124.

● Neo Geo and five games (including *Football Frenzy* and *Thrash Rally*), power supply, mem card, two control sticks, monitor and free Japanese Mega Drive, £700 ono. Tel: Pete (0483) 506939, 9am-5pm.

● (UK) SNES, *SFII* pack, boxed, plus convertor with *Starfox* (US) and *Alien*^{3} (UK), excellent condition, four months old, sell for £175. Tel: Chung (061) 628 0073.

● (US) SNES (SCART) and two pads and five games: *Zelda III*, *Street Fighter II*, *SMIV*, *Mario Kart*, *Starfox*. All boxed as new with instructions. Also back-up disk system with HD drive (16 Mbit). The lot for £460 (inc p&p). Tel: Frank (081) 208 1273.

● Sega Mega Drive, 13 games, all boxed with instructions, arcade power stick £8 extra, all for £165 or swap for SNES with good games. Tel: (0382) 738245.

● (UK) SNES with *Super Mario IV* and *SFII*, all leads included, two pads, boxed as new, £110. Tel: (021) 325 1301.

● For sale SNES with two joypads, convertor and five games: *SFII*, *S Smash TV*, *Ghouls 'n' Ghosts*, *Mickey's Magical Quest*, *Super Mario Land*. £200. Tel: Ian (021)4586074.

● (UK) SNES, two joypads with *Mario IV*, SCART lead and Super FX convertor, all as new, £95. Tel: Tahir (0332) 203232, after 4pm.

● Game Gear + PSU with four great games including *Sonic 1*, *Super Kick Off*, *Super Monaco* and *Olympic Gold*, worth over £200, yours for £80 ono. Tel: (061) 368 6588.

● NES with 19 games (good ones) all boxed. Zapper, robot, also great power glove games including *Mario III*, *Punch Out*, *Castlevania 1 & 2*, and other classics, all (UK), £150 (need dosh!). Tel: (0708) 856033.

● Amiga 500 + 1 meg extra memory, tons of games, two joysticks and mouse, includes *Flashback*. Or swap for (US) Super NES. Tel: (0908) 316088.

● SNES, *Starwing* set, boxed with all leads, three weeks old, never been used! Worth £150, will sell for £100. Tel: (071) 435 9239.

● Amiga 500 for sale: 1Mb memory, TV modulator, Action Replay MkII, joysticks, two mice and mat, £500 of games. Worth over £800, sell for just £325. Tel: (0684) 574191.

● (UK) SNES for sale with *Street Fighter II*, *Super Mario World*, *Super Tennis* and a convertor, £90. Tel: (0923) 226209.

● US Super Nintendo, all leads, two joypads, *NCAA Basketball*, games convertor, boxed, good condition, £115. Tel: (081) 398 0392.

● SNES for sale, five games including *Mario Kart* and *Bubsy*, two joypads, convertor, sell for £250 ono.

● Mega Drive for sale, great condition, six top games including *Sonic 2*, £200 ono. Tel: Carole & Sam (Edinburgh) 554 8866.

● NES for sale and five games, all boxed. *Mega Man 2*, *Zelda II*. Zapper gun and two controllers, excellent condition, only £150. Tel: (0942) 878331.

● Comm 64 for sale with top games including *WWF* and *Simpsons*. Also including gun and issues 5-23 of *Commodore Format* with cover tapes, £200 ono. Tel: (0942) 878331.

● SNES PSU, two joypads, convertor, *Mario IV*, *Super Mario Kart*, *Sim City*, £170 ono. Tel: (0382) 580580.

● (UK) SNES, two game commander joypads, Pro Action Replay, *SMBIV*, *SFII*, *Super Probotector*, *Zelda III*, £200. Tel: (0229) 831895, after 5pm.

● PC Engine SCART, eight games, Multitap, three pads, one stick, £150. Atari ST (1Mb), mouse, joysticks, games, £180. Tel: (0480) 469094.

● Game Boy for sale with light mains adaptor and five games including *Tetris*, *T2*, *Adventure Island*, *Castlevania* and *Motorcross Maniacs*. Tel: (081) 527 0729.

● (UK) SNES *Street Fighter II* pack, brand new with SN Propad, £120 ono. Tel: (0932) 761556.

● Neo Geo including two joysticks, PAL or SCART, plus *World Heroes II* game. Worth £600, sell £395, all boxed. Tel: (0767) 601505.

● (UK) SNES for sale + *F-Zero*, *Mario World*,

Zelda, *Pilot Wings*, plus one controller and £40 of mags, sell for £130. Tel: (021) 707 3971.

● (UK) Mega Drive £180, eight games: *Flashback*, *Road Rash II*, *The Immortal*, *Revenge Of Shinobi*, *T2*, *Hellfire*, *Strider* and *Sonic*, all boxed, two joypads. Tel: (0946) 830109, after 4pm.

● PC Engine, 16-bit and 18 games including *Splatterhouse*, *Ghouls 'n' Ghosts*, 1943, etc, can't go wrong for £150. Tel: Damian (0742) 352319.

● Game Gear for sale, including *Sonic 2*, *Lemmings*, *Columns*, *Tennis*, *Penalty Kick*, *Rally Race*, £100 ono. Swaps considered. Tel: Chris (081) 360 8726.

● (JAP) Mega Drive with five games for sale, plays all games and includes carry case, £150 ono. Tel: Mark (0274) 835586.

● UK (PAL) SNES for sale with four games and Action Replay, £180. Tel: Rob (081) 856 7619, 5pm-6.30pm weekdays.

GAMES FOR SALE

● UK SNES games: *Sim City* £25, *S Aleste*, *F-Zero*, *S Probotector*, £30. US games *UN Squadron*, *Prince Of Persia*, £30 or swaps. Tel: Robin (0532) 668 578.

● Atari Lynx for sale with 11 excellent games, carry case, car adaptor + sun visor. Worth over £340, sell for £170 ono. Tel: Sean (021) 705 9886.

● *Super Ghouls 'n' Ghosts* (JAP) for sale £20 or will swap any SNES games (UK versions). Tel: (0462) 677113, after 5pm.

● SNES games for sale. *Another World* (UK) boxed with booklet only £30. or swap for (UK) *Pugsley's Scavenger Hunt* or *King Arthur's World*. Tel: (0622) 752945, between 6-9pm.

● For sale Game Boy games. *Robocop 2*, *Nintendo World Cup*, *Mario Land*, *Burai Fighter*, £10-13 each. Tel: Craig (0787) 310554, between 4-6pm.

● SNES games for sale: *Zelda III* (UK) £25 and *Super WWF* (UK) £20. Tel: (051) 334 7508.

● SNES games for sale. *Contra 3* (US) £35, *Super Star Wars* (US) £40, *Prince Of Persia* (UK) £35, *Super Soccer* (UK) £20. All in mint condition. Tel: Richard (0425) 470 282.

● *Street Fighter II* for sale. Brand new, boxed and at a bargain price. Phone now with an offer between £45-50. Go on! Tel: (0372) 452623.

● I'm selling *Street Fighter II* (UK) for £35 ono. Tel: (0524) 33956, after 5pm on weekdays.

● SNES games: *Axelay* (UK) £20, *Darius Twin* (JAP) £15, *Pilot Wings* (UK) £25, *Street Fighter II* (UK) £30. Tel: (0742) 448188.

● *Street Fighter II*, *Mario Kart*, *NHLPA Hockey '93*, *John Madden '93*. All US versions. £30-£35 each. Tel: (0727) 842904.

● *Pilot Wings* (UK) for sale. Boxed, instructions, vgc, £25. Tel: (0487) 830731, after 6pm.

● *Super SWIV* (UK) £30 or swap for *Axelay* (UK). Tel: (Grantham) 593019.

● Sell or swap UK, US and JAP SNES games. Many titles with boxes and instructions. Prefer beat-'em-ups. Tel: (0582) 607350.

● *Cybernator* (US) £40, *Super SWIV* £30, *Super Probotector* £30. Tel: (0462) 686373, after 6pm.

● UK SNES games for sale. All A1 condition: *Tiny Toons* £38, *Zelda* £30, *Super Ghouls 'n' Ghosts* £30, *World Class Rugby* £35, *Super Tennis* £27. Tel: (0502) 730937.

● *Axelay* (JAP) for sale. Boxed with instructions £25. Tel: Andy (081) 805 0653.

● Brand new (US) *Starfox* for sale, £35 plus (US) *Cybernator* for sale, £30. Excellent condition. Tel: Chris (0784) 250752.

● For sale: *Street Fighter II* £40, *Super Soccer* £30, *Krusty's Super Fun House* £25, (*Super Soccer* UK, others US). Tel: (081) 360 7257, after 6pm.

● US SNES games: *Starfox* £45, *Star Wars* £40, *Smash TV* £30, *R-Type* £25. Offers/swaps considered. Tel: Damian (071) 704 8434.

● SNES games sold, bought and swapped. No UK games. Good titles only. Reasonable prices. Tel: Benny (081) 842 2879.

● *SFII* (JAP) boxed with instructions, excellent condition. Will sell for £30. Joypad and stick for sale: Competition Pro, £8 and Super JB King stick, £30, both without box but in excellent condition. Tel: (0702) 469518.

● *Super Probotector* in good condition for sale, £30, or will swap for another very good SNES game. Must have got at least 80% in What Cart? Tel: (061) 790 5542, after 6pm.

● Game for sale: *Super Smash TV* (UK), boxed with instruction booklet only £28 or swap for *Castlevania IV*. Tel: (0622) 752945, between 6-9pm.

● Bargain!! *Bart's Nightmare* (91%), *Lemmings* (86%), *Another World* (81%), *Street Fighter II* N/B (94%) and Action Replay all for £25. *SFII* £30. Tel: Jim (0227) 793570.

● *Tiny Toons*, *Top Gear*, *Super Tennis* and more. Tel: Matt for swap (0268) 682327.

● SNES games, boxed: *F-Zero*, *Pilot Wings*, £25 each, *PGA Golf*, £30. Datel adaptors, £5. Tel: (0923) 213661.

● SNES carts: *Castlevania IV*, *Battletank* £25 each. Unopened US *SFII* £45. *WWF*, *Addams Family*, *Lemmings*, *Robocop 3*, £32 each. Tel: (051) 426 0138.

● *SFII* (UK) £32, or swap for *Parodius* (UK). Tel: Lance (0284) 700537, after 4pm.

● Super NES games for sale: *Powermonger* (UK) £20, *Batman Returns* (Jap) £25, *Lemmings* (US) £20, *Cybernator* (US) £25, *Prince Of Persia* (Jap) £20, *PGA Tour Golf* (US) £20, *Hockey '93* (US) £20. Tel: James (081) 660 0292.

● *Super Soccer* and *Street Fighter II* (UK) for £10 each, or swap for Universal Adaptor. Tel: Craig (03873) 80443.

● *Starwing*, hardly used, great condition £38. Tel: Ben (081) 645 9935. Offers taken.

● Super NES bargains. Games in perfect condition, boxed with instructions. Free p&p. *Starwing* (UK) £30, *SFII* (UK) £30, *Super Tennis* (UK) £25, *Mario World* (UK) £25. Tel: David (0544) 388852.

● Brilliant, brand new *Starfox* (Jap), unwanted birthday present, excellent value. Tel: (071) 627 0491.

● NES games: *Terminator 2*, *Golf* and *Boulderdash*, £25 the lot. Tel: (081) 556 5131.

● *Mario IV*, *Zelda III* and *Sim City*. PAL versions, £25 each. All boxed. Tel: (0962) 882333.

● *Street Fighter II* (UK) boxed, good condition. Complete player's guide video £40 ono. Tel: (0437) 768468.

● Hey over here, I've got five Game Boy games to sell. There's *Kirby's Dreamland* £16, *Solar Striker* £10, *Chase HQ* £11, *Probotector* £13, *Super Mario Land 2* £15. Tel: (0504) 382664.

● *Super Star Wars* (UK) £35, *Desert Strike* (UK) £25, or swap for any decent game that's scored 90% or more in *Super Play*. Must be with box and instructions and in good condition. Tel: (081) 855 5647.

● SNES game *World Class Rugby*, will sell for £25, or swap for *Ranma 1/2 Part Two*, *SFII*, *Pilot Wings* or *Pebble Beach Golf*. Tel: (071) 229 2725.

● Super NES game for sale: *Street Fighter II* (US) with convertor £45 ono. Tel: Adam (081) 805 4568, after 4pm.

● (US) *Mickey Mouse* £30, good condition. Tel: Bryan (0501) 731813.

● Japanese *Sim City* £2, or swap for a footie or basketball game. Tel: Tony (0494) 445669.

● Worthing is the place to be to pick up a mint condition of *Pugsley's* for £36 ono. Tel: Paul (0903) 831132.

● *Street Fighter II* (US) £30, *Zelda III* (US) £25 and *Sim City* (UK) £25. Tel: Dan (0273) 558802.

● US SNES games for sale: *Super Star Wars* £30, *Street Fighter II* £30, *Mario Kart* £25, *Contra 3* £25, *Zelda* £20, *Prince Of Persia* £25. Tel: (0335) 343459.

● *Street Fighter II* on SNES for sale, mint condition, £40 ono. Buyer must collect from Morpeth. Tel: Richard (0670) 511427.

● Brand new *Mario Paint* (US), never used £40, *Bart's Nightmare* (UK) £25, *Zelda III* (UK) £30, *Street Fighter II* (UK), no box, A1 condition, £25. Tel: Jamie (0276) 23429.

● Japanese SNES games for sale, six decent games for £100. Must come and collect (Cambridge). Tel: (0223) 863339.

● *Fatal Fury* (JAP) for sale or swap, will sell for £25 ono or swap for (US) *Actraiser*, (US/UK) *Super Tetris 2 + Bombliss*, (US) *Legend Of The Mystical Ninja*, (US/UK) *Solstice II: Equinox*. Tel: Gary (081) 220 2891.

● For sale (US) *Contra 3* £25, six months old, in mint condition, boxed with instructions. Tel: Chris (0628) 74756, 4-6pm weekdays.

● (UK) *Street Fighter II* £80 and *Mickey Mouse* (US) £27. If you would like to buy one or both Tel: Joe (081) 401 2125.

● For sale: *Street Fighter II* £35, *Super Bowling* £25, or swap. Also I want SNES games including *Augusta Masters 2*, *PGA Tour*, *Starwing*, *Tiny Toons*, *Super Mario Collection*, *Devils Course*, *Lost Vikings*, *Alien³*, *Striker*. Tel: (0262) 671434, after 6pm.

● For sale: *Mario IV* and *SFII* (UK) with instructions £20 each, *Tiny Toons* (UK) mint condition £35. UK callers only. Tel: (0762) 351483.

● *Parodius* (JAP), good condition, £25 ono. Tel: John (0625) 573043, after 6pm.

● *SFII* (US) £30, *NHLPA '93* (UK) £30, *Lemmings* (US) £30, *Kick Off* (UK) £20, *WWF* (UK) £20, or swap any for *Tiny Toons*, *Star Wars*, *Mickey Mouse* or *Exhaust Heat 2*. Tel: (0392) 469480.

● *Zelda III* and *Pilot Wings* for sale, both UK and in excellent condition. Sell for £25 each ono. Tel: John (0488) 71614.

● Super Nintendo games for sale: *Street Fighter II* (US) £35, *Contra 3* (US) £25, *Super Tennis* (US) £20. All games boxed with instructions and in mint condition. Buyer collects. Tel: (081) 578 0391.

● SNES games for sale: *Tiny Toons*, *Star Wars*, *Alien³*, *Street Fighter II*. All mint condition and boxed with manual, £40 ono. Tel: Sean (0358) 721414.

● Swap *Street Fighter II* for Super Scope 2 cartridge or *Pilot Wings* + £10 or £36, also *Starfox* (JAP) £35, *Starfox* convertor £10 or swap Elite (NES). Tel: (0935) 25974.

● I have 16 PC Engine games to sell (prices from £10-£20) or swap for UK SNES games, especially *Mario Kart*/*Mario World*/*Axelay* and *SFII*. Tel: (0902) 495592.

● Super NES games for sale. *Royal Rumble*, brand new, excellent condition and *Sim City*, £30 each ono. Tel: (081) 803 9763.

● Yo! Would you like to own *Mickey Mouse* £50, *Dr Mario* £40, both games in perfect condition. I'm desperate, both games are UK. Tel: (081) 801 8141.

● Games for sale from £19.99 to £29.99 second-hand. Tel: (0438) 362827 and ask for what game you want.

● SNES games: *Street Fighter II* £30, *Mario Kart* £30, *Castlevania IV* £25 and *Mario World* £20. All games in excellent condition. Tel: Hansen (081) 677 6320.

● Games! OK. *Battle Blaze* and convertor £20, *Super R-Type* £15, *Super Wrestlemania* £10. Call now. Tel: (0666) 822048.

● SNES: *Super Mario IV* £20, *Contra 3* £25, *Out Of This World* £25, *Zelda* £25, plus many more. Tel: (0438) 362827.

● 16 in 1 Game Boy cart including *Tennis*, or *Mario*, *Alleyway*, *Pipe Dream*, *Volley Five*, etc £80. Also 12 in 1 Game Gear including: *Soccer*, *Baseball*, *Hary On Tennis*, etc £80, 3 in 1 Game Boy games are *Shanghai*, *Dr Mario* £25. Tel: Russell (081) 363 1396.

● Super NES game: *Bull vs Blazer*, two months old, ex condition, sell for £30. Tel: Edd (081) 755 0392.

● The best deal ever: *Super WWF*, *Super Soccer Champ* and convertor, all for £50. Buyer must collect. Tel: (0387) 56863.

● He-do-ken! SNES *Street Fighter II* and *Mario IV*, over 30 computer magazines and a Nintendo LCD game for sale. Just £110! Tel: (081) 566 6170.

● *Street Fighter II* (UK) with instructions, no box, excellent condition, will sell for £40. Tel: (0206) 392609, after 6pm.

MESSAGES AND EVENTS

● 40 *Robocop Vs Terminator* comics and *Aliens* for sale – collectors' items. £1 each or £35 for all of them. Or swap for UK SNES game. Tel: (0476) 860007.

● Magazines for sale. All good condition. *Mean Machines* issues 15-24, *Total!* 3-19, *Total!* 1993 annual, *CVG* 126-139. All £2 each. Also SNES *Game Secrets* 1 £3. All *CVGs* £20. All *Total!s* £30. All *Mean Machines* £15. Tel: (081) 697 6453.

● SNES owners! *Gameshow vol 2* with games like *Battletoads*, *Final Fight*. Two to three hours and over 40 games!. Tel: Raj (021) 773 3102.

● Manga video for sale. *Venus Wars*, *Vampire Hunter D*, *3x3 Eyes no 1*, *Vrotsukidoji no 1*, *Heroic Legend Of Arislan no 1*, £10 each mint condition. Tel: (081) 948 5480.

● Issue 3 of *Super Play* for sale, all offers considered, mint condition. Tel: James (0273) 834842.

● Issues 1-20 of *Sega Pro* for sale, £1.50-£2.00 each, and £2.50 for video special. The lot for £30 ono. Tel: James (0273) 834842.

● Need to swap UK SNES console as recently acquired SCART TV, p&p paid by me. Tel: Gary (0277) 875050.

● Love your SNES games? Then protect them with these plastic cases, very good condition, six in all, £5 the lot. Tel: Benny (081) 842 2879.

● Will the person who sent a cheque for *Castlevania* contact Phil Holmes. Tel: (0482) 821220.

● Buy or swap my SNES games, UK, JAP or US. Tel: Brian (0463) 221173, 2pm-10pm.

● For sale: *Mortal Kombat*, *SFII* and *SFII Turbo* moves sheets. Also Action Replay *SFII* mega list (new codes). Also Manga comics and videos wanted. Tel: (0446) 781688..

● Paul Roberts from Wales who went to Ibiza 21.5.93 I love you and I'm missing you, so please ring me (0283) 221473. Love Joanne (Wilbar).

● Free! Previews on video of new SNES games, also has anyone got *City Hunter* or anime films? Tel: 021 773 3102.

● Jap anime for sale, cheap prices, wide selection. Tel: Mark (0604) 881 805, after 6pm.

WANTED

● Wanted for SNES: *Super Tennis* and *Soccer*. Will pay around £20-25 or will swap for *Street Fighter II*. Tel: (05394) 35295.

● Wanted *Ranma1/2 Part Two* in good condition. Will pay £20, or swap for *Dragon's Lair*, *Tiny Toons* or *Super R-Type*. Will accept first good deal. Tel: (0732) 847815.

● NES RPGs especially *Dragon Warrior* series, *Might & Magic* or *Ultima*. US versions. Tel: Alan (081) 859 7249, after 5pm.

● *Starfox* (US). Swap for *PGA Golf* on the SNES. Bargain! Tel: (0268) 683616.

● Desperately wanted: Speccy 48K version of *Football Manager* for an addicted fan. Cash waiting for good original. Tel: (0543) 255040.

● Wanted: contacts who have the Super Pro Fighter to swap game disks with, and also to swap ST games. Tel: (0346) 515823.

● Wanted! Box and inner card holder for *SFII* (UK spec). Box only. I've got the game, must be mint. Make me any offer. Cheers. Tel: (021) 353 1487.

● Wanted: Action Replay cart with instructions, any condition. Will pay up to £20, or Game Genie £15. Tel: Steve (0241) 53925 (for SNES.)

● SNES games wanted for cash or exchange. Tel: (081) 968 6933, after 6pm.

● *Super Play* issues complete with no cuttings or bits missing! Will pay £5 ono. Tel: Neil (0782) 658666.

● Any early issues of *Club Nintendo* to complete collection. Will pay good price. Tel: (081) 573 6129.

● Super Famicom wanted with one game or without game, with one game £65, without game £50. Tel: Kam (0462) 677113, after 5pm.

● Any recent good games for the Super NES wanted, up to £25 paid!! I'll also pay £15-20 for old games. Tel: Michael (0232) 844473, no early calls please.

● SCART Neo Geo, must be still under guarantee, will swap US Super Nintendo and five games like *Alien³* etc, boxed and under guarantee. Tel: (0278) 425262.

● SNES/SF games, buy/swap *Turtles IV*, *Magical Quest*, *EZS*, *Cybernator* £25, *Pugsley* £24, *Jimmy Connors'* £20, *Prince Of Persia* £20, UK, US, JAP. Tel: Dan (02967) 14442.

● (US) SNES with controller, all leads, boxed, no games necessary, will pay up to £100. Tel: (0629) 824258.

● PC Engine, CD ROM titles, eg *Gates Of Thunder*, *Loom*, also System 3 Card required. Reasonable prices paid. Tel: (0602) 612713, after 6pm.

● SNES, Mega Drive, PC Engine games bought and sold. Also wanted Mega Drive and PC Engine with lots of games. Good money paid. Tel: Reuben (081) 771 5221, from 11am.

● SCART TV compatible with (US) Super NES to be bought or swapped for SNES games, offers. Tel: Tim (0963) 70496.

● *Super Play 3*, tried back orders. Please leave message on answer phone if necessary. Cheers! Tel: (0425) 610610.

● Desperately wanted: issue no 3 of *Super Play*. Will pay up to £4, even without the poster. Tel: (0398) 23486, after 6pm.
● UK, US, JAP Super Nintendo games, cash buyer, plus dead or broken consoles. Tel: Paul (0929) 424097.
● US (SCART) SNES with two control pads, no game necessary, will pay £130 (or less). Tel: Rob (061) 856 7619.
● Super Nintendo penpals for swapping games, etc. Tel: (Horsforth) 590579.
● *SD Great Battle 3*, will pay up to £30 or swap for *Darius Twin* or *Smash TV*. Tel: Phil (0749) 673631.
● Super NES games wanted, will pay up to £30 (US and UK only please). I also have a large amount of games to swap. Tel: Phil (0474) 707254.
● *Zelda III* wanted, must be UK version. Tel: (0285) 810416.
● Super NES games wanted, must be boxed and in good condition, up to £25 paid for latest games. Tel: John (08206) 30359, 5-6pm.

FANZINES

● Chinese anime tapes for sale: *City Hunter* and *Dragon Ball Z* in Chinese. Three-hour long tapes £10 each. Also tapes (anime) wanted or swap for mine. Tel: Kenny (041) 639 3783.
● SNES: *Video Force* first issue, all the latest games, reviews, tips, Japanese news. Lasts two hours. Tel: Leon (0753) 822139.
● *Gamescene*, brand new fanzine for SNES, NES and Game Boy owners reviews, previous competitions, tips and cheats, 50p and 40p (p&p) only 90p. Tel: Paul (0604) 492021.
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● Hey everybody! I have a great deal. I will swap my *Final Fight* or *WWF* (both UK) for *Zelda: A Link To The Past* (UK). Preston area required. Tel: Gavin (0772) 716647.
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● Swap my *Castlevania IV* (UK) for *Legend Of The Mystical Ninja* (US). Tel: Mark (0244) 570803.
● Swap my *Street Fighter II* or *Super Adventure Island* for any other good SNES game. Tel: Mark (0294) 216938.
● Swap (US) *UN Squadron* with US/JAP convertor for Pro Action Replay. London callers only. Tel: (081) 310 5847.
● I'll swap my UK SNES *Spiderman & The X-Men* for any other decent game (eg *Prince Of Persia* or *UN Squadron*). Tel: (075) 572364.
● Swap my UK SNES, excellent condition, fully boxed, all leads minus SCART cable, for your US SNES with same features. Tel: Daniel (021) 4441717.
● I will swap my *Best Of The Best* (UK) for your *SFII* (UK/US) or *Fatal Fury* (US) or sell for £35, game unboxed with manual. Tel: (0530) 230100.
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● *Super Tennis* (US) to swap for any of these: *UN Squadron* (US), *Pilot Wings* (US), *Ghouls 'n' Ghosts*. Tel: Colin (081) 301 1904.
● *Super Probotector* (UK), will swap for *Prince Of Persia* (UK) or *Super Star Wars* (UK). Tel: (0780) 410366, between 4 and 9pm.
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● I will swap my Mega Drive with *Streets Of Rage 1 + 2, Sonic* and *The Menacer* with *T2*, for your SNES with three or more games. Tel: (0484) 518587.
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(As if a year's supply of the best SNES mag around wasn't brilliant enough in itself, of course.)

BACK ISSUES

ISSUE 1
A complete guide to the SNES, *Super Mario Kart* and *Bart's Nightmare* and a free pin badge!

ISSUE 2
A huge baseball game feature, tons on *Zelda III*, a Japanese show report and more!

ISSUE 3
A free poster, CD ROM explored, a *Mario World* guide, *Mickey's Magical Quest* but, sold out!

ISSUE 4
Special chips in carts, *Star Wars* and *Human Grand Prix*, and tips to *Actraiser* and *Another World*.

ISSUE 5
A CES report, multi-player fun, *Assault Suits Valken* and *Tiny Toons* and a *Desert Strike* guide.

ISSUE 6
Starfox previewed, Japanese comics revealed, a giant *Starfox* poster and *Street Fighter II* tips.

ISSUE 7
Loads on RPGs, joysticks and pads, *Starfox* reviewed and a *Mickey Mouse* guide.

ISSUE 8
Behind the scenes with Bullfrog, *Nigel Mansell* and a driving game special, *Pop'n Twinbee* and more!

ISSUE 9
SFII Turbo, *Super Bomberman* and *Alien³*, game music CDs and *Pugsley's Scavenger Hunt*. Cor!

ISSUE 10
All the new games from the CES, plus *Final Fight 2*, *Striker*, *Shadowrun* and fixing your SNES.

ISSUE 11
Super Mario Collection, *Street Fighter II Turbo* and *Mortal Kombat* reviewed. Hurrah!

ISSUE 12
An RPG special, reviews of *Zombies* and *Yoshi's Safari* and part one of our *All Stars* guide.

No! I can't bear to see him standing there! Send me a subscription, then, and maybe *Jimmy Connors* too! But let poor Neko go home!

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NEXT MONTH IN SUPER PLAY!

Stuck on a game? Then phone the experts.

THE NINTENDO HOTLINE PAGE

NEW SECTION!

What, we wondered, would be the best way of keeping you in touch with the latest games news, the highest scores, and the most professional playing advice? Our eyes traversed the office. Our wordprocessors? Not really. Our telephones? No. Our record-breaking paperclip chain? Hmm. Brooke, the office yukka plant? No. Our... Hang on – our telephones! Of course! We dialed (0703) 652222, popped the question, and the Nintendo Hotline said that – yes! – they'd love to do a regular section for us. So, starting form next month, you'll be able to read the latest news and rumours circulating within Nintendo UK, straight from the horse's mouth. You'll be able to challenge the experts the see whether their gaming prowess matches up to its reputation. And you'll find the answers to the questions even Allan can't answer. Plus anything else we think of. And only in *Super Play*!

A TIRADE OF TIPS

Even as we write, Zy's settling down in front of *Super Mario All Stars*, preparing to start the biggest, hardest and final bit of our Super Player's Guide – *Super Mario Bros 3*. Aren't you, Zy? Er, Zy? Just a mo... (Sound of office door hissing closed by remote control, and tiptoeing staff writer thudding into it and collapsing to the floor.) Also, there'll be loads of Mode 7-related tips, and another Super *Player's* Guide or two as well.

Below left: *Total Carnage*.
Below: *Clayfighter*.

REAMS OF REVIEWS

Our reviews list is still in its preliminary stages at the moment, but we're hoping to include *World Heroes* (held over from this month), *Total Carnage* (THQ's conversion of the bullets-everywhere coin-op), *Flashback* (top Rotoscoped adventure action), *Last Action Hero* (the game of the limp film), *Jim Power* (3D specs an' all), *Turtles: Tournament Fighters* (the Turtles fighting in a tournament), *Clayfighter* (bits of plasticine fighting in a tournament), *Sky Blazer* (the mysterious Sony game), *Bram Stoker's Dracula* (blood everywhere), and *Mega Lo Mania* (a god-sim). And some other ones. Plus any weird Japanese games we come across.

Want to know your SNES inside out? We tell all.

SNES TROUBLESHOOTER

It's back! Back! Back! Back! Back! (*Slap – Ed.*) Our first troubleshooting feature (back in issue 10) was such a success that we're tempting Lewis Logaridis, our reclusive technical boffin, away from his secret laboratory to give us another insight into the workings of the Super Nintendo.

We can't tell you exactly what he'll be talking about (because, er, he hasn't told us yet), but you can be sure it'll set your soldering iron a-twitching.

JAPANESE GAMES: The Inside Story

After breaking off the assault for a month to regroup and collect our thoughts, we can confirm that next month we will, definitely, at long last, be exclusively revealing to you the darkest secrets of the Japanese games industry. Who writes Japanese games? Where do they get their ideas from? Why are they so odd? Sophisticated military surveillance technology that's only recently become available to us will penetrate their defences and expose all. This time it's for real.

We've even hired this Boeing AWACS to get you the story.

Issue 14 of *Super Play* arrives on THURSDAY 4 NOVEMBER! Be prepared!

ISSUE 13
NOVEMBER 1993

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SUPER QUIZ

The Answers!

Tried the quiz on page 24? Stuck? Then here's where you can find relief.

EASY

1) 10,000. (Ouch.)
2) *World Heroes*.
3) Maria Shriver (the relevance being, er, Sony's *Last Action Hero*).

NORMAL

1) NARC
2) FS/X
3) He's a cat. And not a dog.

HARD

1) *Bad To The Bone* by George Thorogood
2) Steve, Billy, Bob and Anthony. (*Actually, it's Steve, Billy, Bob and Cormano – Ed.*)
3) 18. And why won't people shut up about *Alfred Chicken*?

END-OF-LEVEL ANSWER

Apple Macintosh Quadra 700s. And some of them are Silicon Graphics ones, like on pages 6 and 7.

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